

TRICKS & STRATEGIES FOR PS ONE AND PS2 | TEKKEN TAG, FINAL FANTASY IX  
AND TONY HAWK'S PRO SKATER 2

ZIFF DAVIS

January 2001  
ISSUE 40



# OFFICIAL U.S. PlayStation MAGAZINE

## GT GRAN TURISMO™ 3

Behind the Wheel of the Hottest Ride on PS2

**Holiday  
Buying Guide**

**PS2 Launch  
Madness**

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Display Unit, Jan. 15

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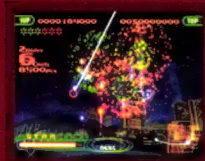


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## Anytime is a good time for fireworks.

These days the word addiction gets a bad rap. Sure, there's a long list of bad influences out there. But an addiction to setting off massive fireworks displays? Only good can come from that.



At first glance, FantaVision is a colorful fireworks puzzle game. Not so fast, my friend. That's how they get you. It starts



by capturing and detonating flare after flare, which triggers chains of fireworks explosions as well as tons of points. Then you advance from one difficult city-scape to the next more difficult one.



And on to even more difficult bonus rounds. But you can handle it, right?

## FANTAVISION



Maybe we shouldn't mention FantaVision's two-player mode. Or the real-time lighting effects. Or the fact that once you feel like you've mastered massive combinations, another layer

of this intense action puzzle game pulls you in deeper. So be careful. Because before you know it, you'll be looking for any excuse to detonate fireworks.

PlayStation 2

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**STAN LEE**

Do you really need an introduction for Stan? The man who brought the world *Spider-Man*, *The X-Men* and numerous other comic-book classics. He makes a welcome return to our pages.  
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**COVER STORIES THIS MONTH**



**GRAN TURISMO 3 • 118**

You will want to get your hands on this game when it's released next year. Although previously thought to be just a pretty version of GT2, it's now a full-blown sequel and it truly is a sight to behold. We bring you more screenshots than ever, plus a hands-on report.



**HOLIDAY BUYING GUIDE • 66**

We make your shopping list for you. Rip it out, hand it to a loved one, and hope for the best. Maybe they'll throw a PS2 in if you're lucky.



**PS2 LAUNCH MADNESS • 40**

Although mired somewhat by the shortages, the PS2 launch was the most successful event in the history of entertainment.



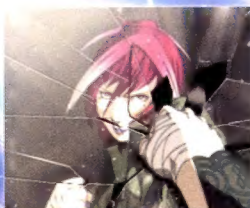
**ON THE SET WITH ANGELINA • 50**

Special report from the set of the *Tomb Raider* movie. We bring you news of the blockbuster movie for 2001, plus comments from Angelina Jolie on what it's like to be "Lara Croft."



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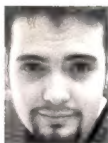


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## Happy Holidays



John Davison  
Editor in Chief

I sincerely hope that all of you trying to get your hands on a PlayStation 2 are successful. The launch, while an unprecedented success, was also the cause of a lot of frustration, and we completely understand. We were right there with you, standing in lines, waiting at ungodly hours of the morning. And some of us have continued to try every week since. Don't think that just because we're the official magazine means that we somehow managed to tap into a magic stash of systems. No siree. Many of us are still trying hard to get our hands on one (Mr. Rybicki, for example, just this minute came back from a store where he nearly got into a fight over one). Hopefully by the time you read this, the steady flow of units will be pouring into stores at a rate of 100,000 a week. Will this be enough? Judging from demand so far it seems as if it's not—but don't give up hope. Keep hunting and you're sure to track one down. Anticipate the Sunday newspaper promotions, find out the days that stores get deliveries...try trudging out to a store in the middle of nowhere. It'll be worth it when you get it. And even more worth it when you see what Gran Turismo 3 promises early next year. Mmmmm.

## DEPARTMENTS

### Demo Disc • 24

Everything you need to know to get our exclusive disc up and running.

### Input • 32

Let us know your thoughts. Write us at our usual address, or send us e-mail at [OPM@ziffdavis.com](mailto:OPM@ziffdavis.com)

### Spin • 40

This month we look at the enormous success of the PlayStation 2 launch and much more. Check out our Tomb Raider movie coverage, the results of our Survivor competition, and our chat with Gabrielle Reece.

### Top Secrets • 144

Tricks and strategies for the latest games, including Final Fantasy IX! Plus cool cheats for PS one and PS2 games.

### P.S. • 156

Stupid stuff from the world of PlayStation.



## Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about video game content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.



**EARLY CHILDHOOD RATING**  
Dreemed Suitable For Children 3 Or Older. Product's Carrying This Label Have Absolutely No Material That Would Be Considered Inappropriate By Parents.



**EVERYONE RATING**  
This is Proposed The Previous P & Rating Last Year. Suitable For Kids Ages 6 And Up. E-Rated Games May Contain Minimal Violence Or Crude Language.



**TEEN RATING**  
Contains Suggestive Themes, Mild Or Strong Language And Animated Violence. Some Parents May Want To Supervise Children Playing T-Rated Games.



**MATURE RATING**  
These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.



**ADULTS ONLY RATING**  
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## DEMO DISC THIS MONTH



## PLAYABLE DEMOS



### DRIVER 2: THE WHEELMAN IS BACK <sup>TEEN</sup>

If you happened to play the first Driver, then chances are you've been salivating for a shot at the sequel. More cities, more cars and more control. There's nothing that gets the blood streaming through your veins like a car chase through the streets of Havana.

### SPIDER-MAN <sup>EVERYONE</sup>

If we were going to have Stan Lee writing in our illustrious pages, then we just *had* to let you get a taste of the game that he is, ultimately, responsible for creating. It's the greatest superhero game ever made, so start your web-slinging now!

### THE GRINCH <sup>EVERYONE</sup>

Now that you're buzzing with holiday cheer and anticipation, check out this month's Grinch Demo. You'll get involved with all types of shenanigans in Whoville. It's just a shame that the marvelous Jim Carrey was too busy to pitch in on some voice acting.

### 102 DALMATIANS <sup>EVERYONE</sup>

The real danger of this demo is that after witnessing all of those cuddly little puppies, you might feel inclined to go dump a whole load of cash on a purebred dalmatian of your own. Disney's certainly cornered the market on cute pups, and this is no exception.

### ARMY MEN AIR ATTACK 2 <sup>TEEN</sup>

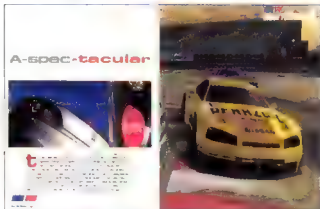
Air Attack 2 is one of the finest of the Army Men series. Here you'll be welcomed into a world of little green and little beige machines, one determined to melt the other into a pile of goo. This might seem lots like the first Air Attack, but the copter's wing mechanics have been upped.

## NON-PLAYABLE DEMOS

### MEDAL OF HONOR UNDERGROUND RATING PENDING

If you liked the first Medal of Honor, you're bound to love the second. This game has the power to envelop you in the different facets of brutal warfare. The music of the game is another way that the intensity is accentuated, coaxing you to understand that bitter, difficult World War II period.

# SPECIAL FEATURES



## GRAN TURISMO 3 • 118

Surely one of the games you're really looking forward to next year, and certainly one of the "must-buy" games for PlayStation 2 in 2001 (along with Z.O.E., Twisted Metal: Black and Metal Gear Solid 2). We bring you a run-down of funky screenshots and a hands-on report. Excited yet? Go look 'em up, now.



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## ON THE SET WITH ANGELINA • 50

Special report from the movie set: What will the movie be like? Will it be just another crap game tie-in? Or a true summer blockbuster?



## DIESEL DRIVER DUDS • 88

We hooked up with fashion house Diesel to bring you clothes from their latest collection. Why are we doing this? Hot holiday title Driver is filled to overflowing with Diesel fashion.

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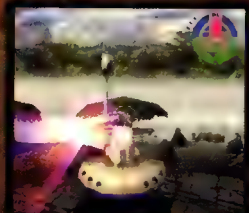
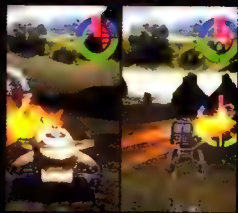
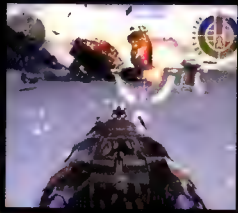
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A long time ago in a galaxy far, far away.

# TOTAL



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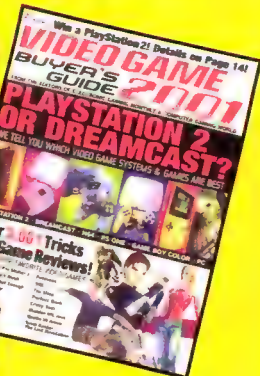
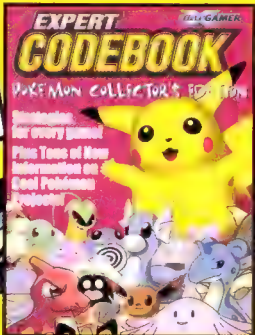
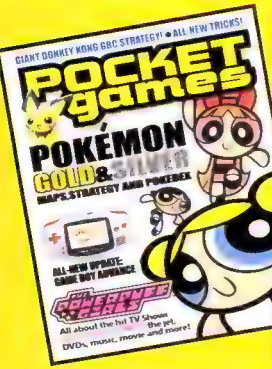
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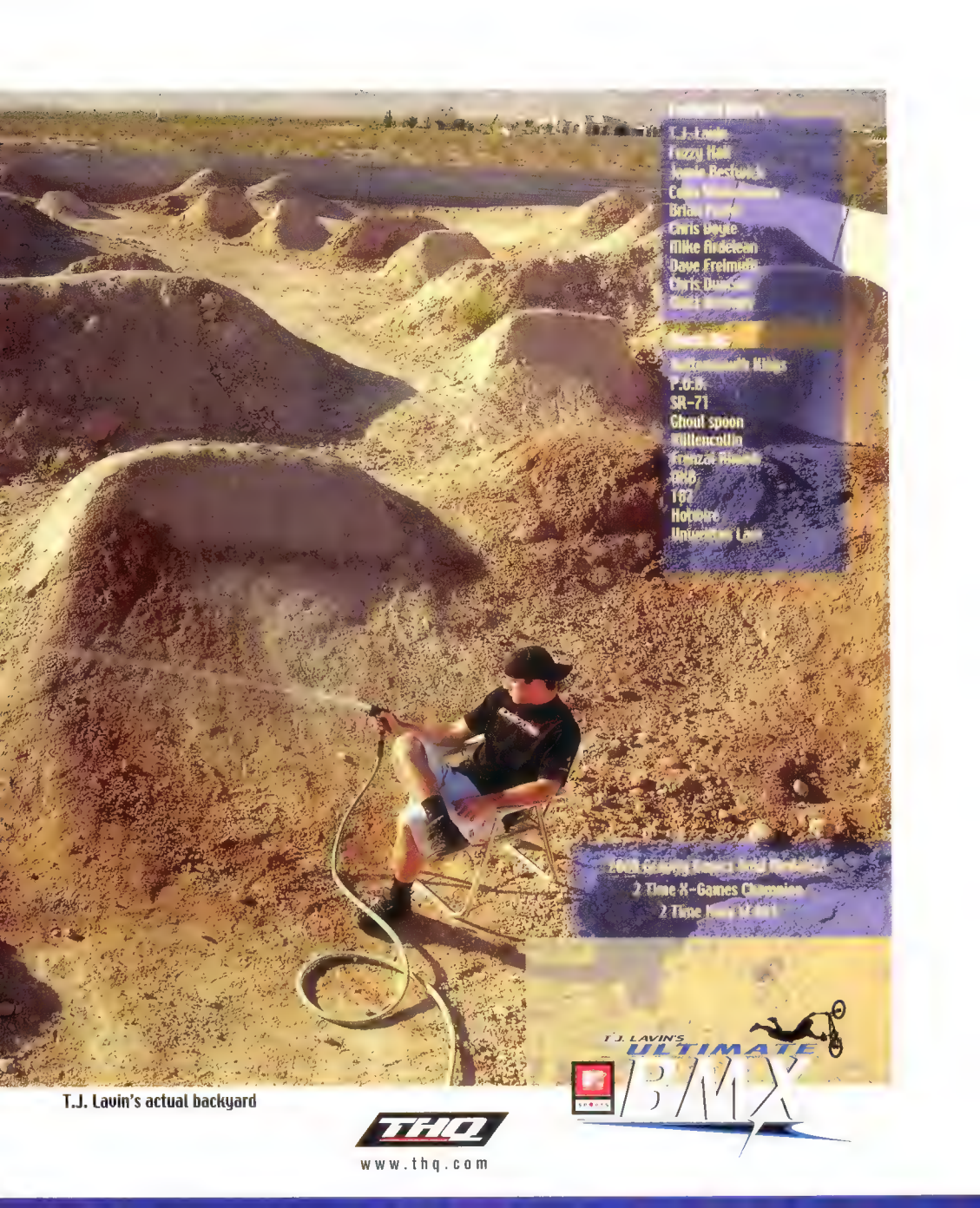
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Ultimate Pro

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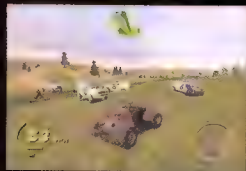


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PlayStation 2



Animated Violence

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"...instantly intelligible, mind-bogglingly vast, and a total gas to play...makes for one helluva videogame" - Gamer's Republic, Sept 2000

"Must Buy Playstation 2 Launch Games list"  
- Nov 2000 EGM

"driving through the spectacular terrain is a blast" - EGM October 2000

"A - ...the best display and truest testament to the processing power of the PS2 to date."  
- Gamers Republic October 2000

98% Platinum - "the best off-road experience you've ever had" ... "one of the must - buy launch games" - PSE2 November 2000



# SMUGGLER'S RUN

Levels are over 5 square miles, each with a "drive anywhere" environment filled with other smugglers and law enforcement officials.

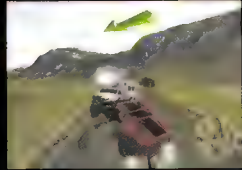
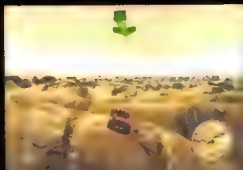
Choose from 35 different vehicles, each with unique modifications and strengths.

Compete head-to-head or run "pick up and deliver" missions against AI opponents or in full multiplayer mode.

Maneuver your way through arid desert, icy tundra, or rocky mountain forest.

Real Time Damage Models allow you to watch the parts fly as you pay the price for punishing collisions!

SOUNDTRACK AVAILABLE ON GUIDANCE RECORDINGS





### Non-Playable Demos



**Medal of Honor Underground**

PLAYERS 1 • AVAILABILITY NOW • DEVELOPER DREAMWORKS • PUBLISHER ELECTRONIC ARTS • GENRE ACTION

### Next Month's Demo Disc

#### Playables:

- Crash Bash, Spyro: Year of the Dragon, Cool Boarders, You Don't Know Jack 2, Mort the Chicken, Star Wars Demolition



## Driver 2

#### What is it?

It's none other than the highly anticipated sequel to one of the most highly anticipated and highly regarded games of 1999. Driver part deux features the return of the ever-incognito Agent Tanner, who along with partner Tobias is once again behind the wheel of justice, uncovering and dismantling a scheme between a Chicago bookkeeper and the Brazilian mob (they have a mob?).

Driver 2 has a whole slew of upgrades that fans have been clamoring for ever since completing the original. Topping the list of new features is Tanner's ability to get out of the car and walk around the city. Some missions will require tasks that can be pulled off only by a pedestrian, like setting timers for explosives, flipping switches (drawbridges, perhaps?), and unlocking various locked doors. Tanner can also carjack the vehicles of law-abiding citizens (all in the name of justice, of course), including fire trucks and school buses, which ought to make for some very interesting chase scenes. The game takes place in four new cities: Las Vegas, Chicago, Havana and Rio de Janeiro—all scenic locales and excellent fodder for street driving. Reflections has overcome its case of the perpendiculars and added curved roads this time around, along with things like highway off-ramps, so you'll have to spend some time honing your technique. New modes include racing

and a multiplayer splitscreen (not available in mission mode). That was the brief rundown—now on to the demo.

#### How does it play?

*Frustrating. Ridiculous. Maddening.* All were words that came to mind after spending 10 minutes with the demo. Now, this gamer wasn't alive for the majority of the 1970s, but he's pretty sure they didn't make cars that bounced 40 feet away on contact or could balance on a taillight for a seemingly indefinite amount of time.

The only advice we can give you is this: Do not rip your hair out or try to snap your controller in half. Perhaps the right car wasn't available in time for this demo, or maybe the physics aren't yet tweaked to perfection, or maybe the game is really, really hard. Let the porn-tunk basslines calm your nerves, and cooler heads will prevail.

If this is what the final product feels like, the Demo Disc Psychic predicts a lot of disappointed Driver fans hurling their controllers at the television. Check out if the bossman confirms that prediction in this month's review section.

## CAN YA DIG?

If there was one decade that Americans would like to completely erase from the record books, it would most likely be the '70s. Bell bottoms, leisure suits and pet rocks, to name but a few monstrosities. But not everything born in decade number seven was horribly offensive. Among this small but elite group are some really solid (to use the parlance of the times) car chase/action movies and TV series:

- Bullitt* (1968, but close enough)
- Mannix* (again, late '60s)
- Cannon*
- The French Connection* (great chase scene)
- Smokey and the Bandit*
- Shaft* (awesome despite lack of cars)

Heck, the '70s saw the explosion of a certain phenomenon that still provides many with late-night entertainment to this day. What? We were talking about *Relief Derby* or ESPN Classic. What were you thinking?



- △ HANDBRAKE
- BRAKE
- BURNOUT
- × ACCELERATE
- L1 HARD STEER
- L2 LOOK LEFT
- R1 HORN
- R2 LOOK RIGHT

PLAYERS 1 • AVAILABILITY NOVEMBER • DEVELOPER REFLECTIONS • PUBLISHER INFOGRAMS • GENRE ACTION

**Top pics:** Get used to seeing these two screens; this demo is hard.  
**Below those two:** You'll be seeing a lot of that, too.





"THE ULTIMATE GETAWAY GAME GETS EVEN BETTER"  
EurosGamer, July 2006

"STRAP ON YOUR SEATBELT FOR THE MOST EXPLOSIVE  
DRIVING EXPERIENCE SINCE THE PINTO"  
IGN, July 2006

"AN ALL-OUT BETTER WHEELMAN EXPERIENCE"  
GameSpot, August 2006



# DRIVER 2

THE WHEELMAN IS BACK

[WWW.DRIVER2.COM](http://WWW.DRIVER2.COM)



A new engine, better license, the wheelman gets a makeover, and a top-quality character!



It's not just a new look, it's a new way to drive. The wheelman is back, and he's ready to take on the world!



The best characters are back, and the best cars are back, too. It's time to get back on the road!



It's not just a new look, it's a new way to drive. The wheelman is back, and he's ready to take on the world!

THERE'S SOMETHING GOING DOWN ON THE STREETS... AS INTERNATIONAL BOSS BOB HAS TROUBLE, SPILLING BLOOD ACROSS TWO CONTINENTS IN A HUNT FOR POWER, BUT IT'S JUST ANOTHER DAY AT THE OFFICE FOR OUR CHERISHED ONE COP WITH ONE NAME: DRIVER 2 STARRING TANNER.



DIESEL



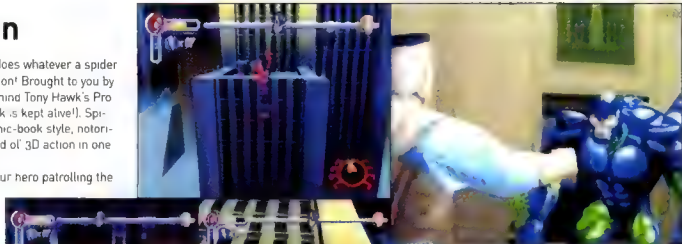


## Spider-Man

Spider-Man, Spider-Man, does whatever a spider can—now on your PlayStation! Brought to you by the same talented folks behind Tony Hawk's Pro Skater (the reference streak is kept alive!), Spider-Man packs tons of comic-book style, notorious archmagnates, and good of 3D action in one nice little compact disc.

Our demo begins with our hero patrolling the magnificent yet strangely foggy skyline of New York City. Reporting a lead to his boss, Parker finds out that the Scorpion has found Jamison, and he's a bit peeved. It turns out Scorp holds a bit of a grudge against J.J. (the guy ruined his life and turned him into a crazed maniac—can you blame him?) Now you're faced with the American Dream in reverse—saving your boss. Life.

You're working against the clock here, so there's little time to swing around and explore the city. You've got no time to dilly-dally, so make a beeline for the Daily Bugle building between this, Air Attack and Driver 2, this month's disc sure is



heavy on the pressure situations.) Follow the Spidey compass and dispatch any bad guys in your path. Once you get to J.J.'s office, keep Scorpion distracted long enough for the boss-man to make an escape. Continue defending J.J. and attacking with web punches, and look out for Scorp's brutal tail attacks.

If you did the demo, sling yourself down to the local game store—Spider-Man full is currently available.



## The Grinch

*(With apologies to the good Doctor...)*

You're a mean one, Mr. Grinch. Your game isn't that fun. You're stinking up houses with your rotten egg gun, Mr. Grinch. They'll sell your game in November, when it's done.

You're an odd one, Mr. Grinch. You walk around with an evil prance. Your graphics hopefully the PS2 will enhance, Mr. Grinch. But we're wondering why you don't wear any pants.

You're a foul one, Mr. Grinch. You jump on every present in sight. You'll offer us a new experience, our money's a little tight, Mr. Grinch. Gamers won't buy every 3D platformer game ever made [well, some might]

<b>E</b> ESRB	△ SNEAK	L1 CALL GADGET
	□ BREATH	L2 CAMERA
	○ GADGET	R1 SNIPER MODE
	× JUMP	R2 CAMERA

PLAYERS: 1 • AVAILABILITY: NOVEMBER • DEVELOPER: ARTIFICIAL MIND & MOVEMENT • PUBLISHER: KONAMI/UNIVERSAL • GENRE: ACTION

<b>E</b> ESRB	△ TRAP WEB	L1 LOOK AROUND
	□ PUNCH	L2 NOT USED
	○ KICK	R1 WEB ZIP LINE
	× JUMP	R2 SWING WEB

PLAYERS: 1 • AVAILABILITY: NOW • DEVELOPER: NEVERSOF • PUBLISHER: ACTIVISION • GENRE: ACTION

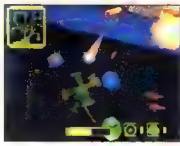
## 102 Dalmatians

Another month, another licensed 3D adventure item-collecting game. Cynicism aside the Psychic's not a mean guy, really, here's 102 Dalmatians. Actually, here's hoping they make a lot of money on this one, if only so they won't have to resort to using Steve from accounting as a voice actor. "Heythat'sgreat!s-saveourpuppies!" indeed.

<b>E</b> ESRB	△ TUMBLE	L1 CAMERA LEFT
	□ BARK	L2 CAMERA LEFT
	○ SNIFF	R1 CAMERA RIGHT
	× JUMP	R2 CAMERA RIGHT

PLAYERS: 1 • AVAILABILITY: NOVEMBER • DEVELOPER: CRYSTAL DYNAMICS • PUBLISHER: EIDOS • GENRE: ACTION

## Army Men Air Attack 2



Army Man, Army Man, does whatever an Army ca...er... sorry The boys in green once again take to the skies in Air Attack 2, the sequel to one of the better Army Men-based games released last year. The demo level is a good representative of the whole game—objective-centered missions, fast-paced gameplay, and the love-it-or-hate-it charm of Army Men. The Psychic's Hint-O-The Month: Get past the air vents by finding the vent that's not against you; just be prepared for immediate and heavy enemy fire. Air Attack 2 lands gracefully on store shelves in November.

<b>T</b> ESRB	△ WEAPON 2	L1 STRAFE LEFT
	□ WEAPON 1	L2 RADAR
	○ WINCH	R1 STRAFE RIGHT
	× GUNS	R2 LAND

PLAYERS: 1 • AVAILABILITY: NOVEMBER • DEVELOPER: 3DO • PUBLISHER: 3DO • GENRE: ACTION

## Disc Problems?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services.

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of the Official U.S. PlayStation Magazine that the demo disc included is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

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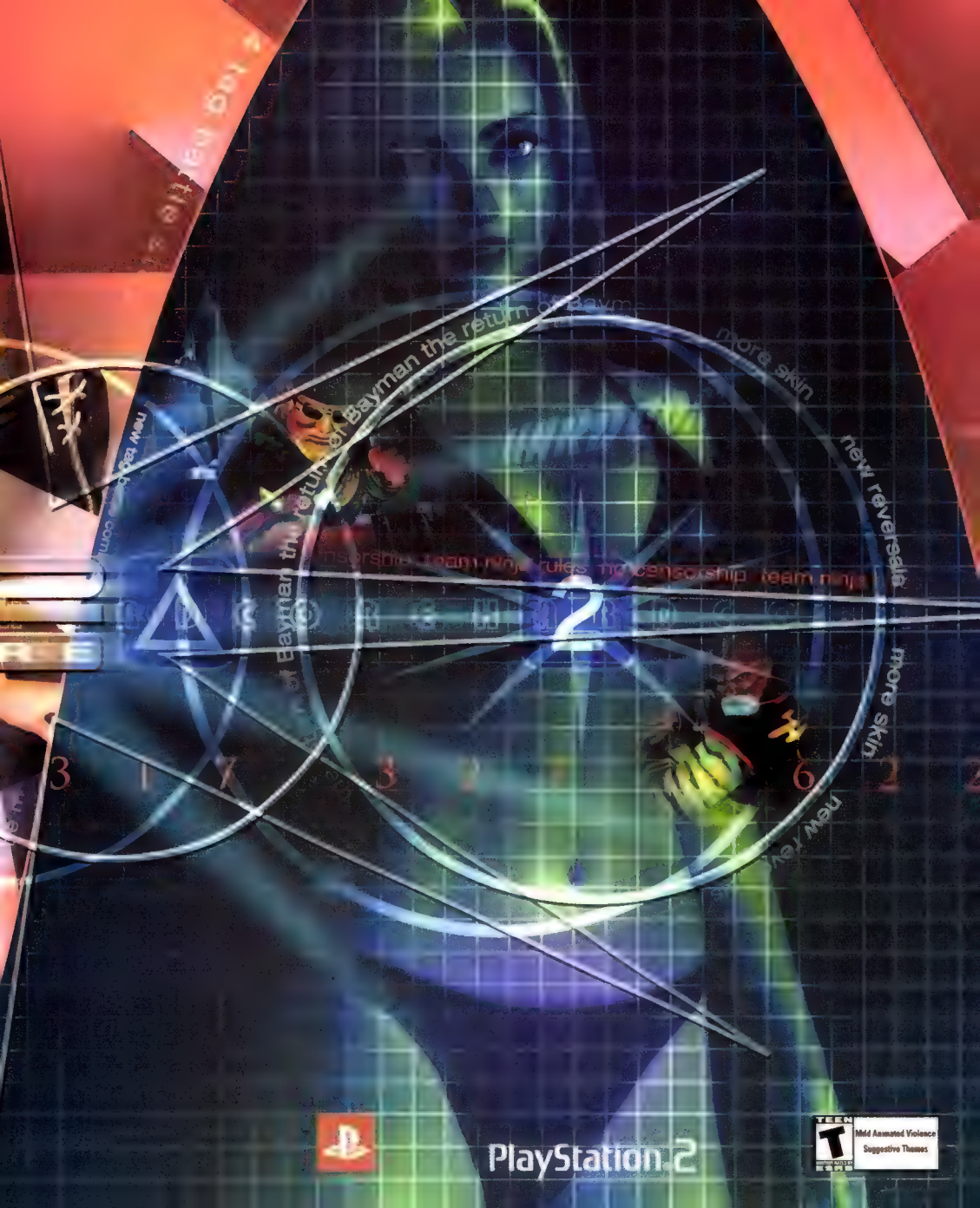


# DOA2

HARDCORE

TECMO | XBOX GAME

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of Bayman

of Bayman the return of Bayman

more skin

new reveals

partnership team nina rules no censorship team nina

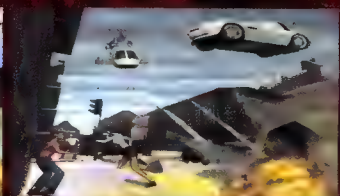
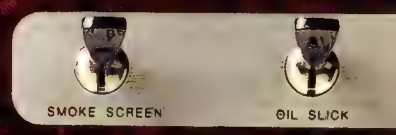
more skin

new rev



PlayStation 2





# 007

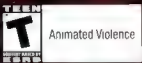


STINGER MISSILE



EJECTION SEAT

PAY ATTENTION, 007. Q-BRANCH HAS RE-ENGINEERED YOUR FAVORITE EXOTIC MOTORCARS AND EQUIPPED THEM WITH WEAPONS AND GADGETS GALORE. YOU'LL NEED THEM FOR YOUR NEXT ASSIGNMENT TO ENSURE THE STABILITY OF THE CIVILIZED WORLD. AND NEED I REMIND YOU 007, TRY TO BRING THEM BACK IN ONE PIECE.



PlayStation 2



007 Racing

007.EA.COM

ADL KEYWORD: 007 RACING

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Illustration by Mike Pasquel

The "world's normal boundaries"? According to whom, Mr. psychotic? "I like girl-on-girl action"?! Good for you, Orayus—but that's not why we featured Liz and Lori. Nor did we choose them to "get with the modern program." Liz and Lori love games, love each other, and that's good enough for us. And now for another opinion on the subject...

### Couples Congratulations

Having been an avid video gamer for 24 years or so (I'm 34 now), I hail and commend you for your couples profile of Liz and Lori in *OPM* 38. To be honest I was surprised and relieved to see a same-sex couple grace the pages of a gaming(!) magazine. To represent diversity with such frankness in a publication as this shows a definitive and hopeful sign of forwardness and non-biased reporting for you and our slowly evolving society. Basically, you rock! And though I was already considering it, you've just put the icing on the cake: For the first time in at least 10 years, I'm actually going to fork over the money for a year's subscription to a magazine. Being a skateboarder, electronic

## LETTER OF THE MONTH

### Gaming Is the Best Medicine

My father celebrated his 60th birthday this past June, and for his gift I got him a subscription to *OPM*. He told me recently that it was the best gift he got for his birthday. He loves both the magazine and the demo disc that comes with it.

I love seeing him so happy.

My dad was forced into early retirement some time ago because he physically wasn't able to work. His muscles ached all the time, and over the years his condition got worse. He was finally diagnosed with a disease of the muscles and tendons called Fibromyalgia. It affects people differently. In my father's case, he has it throughout his entire body. Doctors told him the more active he was, the more pain he would be in. I think you can see where this is going.

About a year and a half ago my dad bought a PlayStation, since there wasn't really a whole lot for him to do. It's not like he is bedridden or anything. His pain is for the most part under control as long as he takes it easy. There isn't much that he can do that he enjoys. Luckily he can play video games almost pain free. And since I've been playing games for the better part of 31 years, it's like being a kid again. I have someone to play with. Actually I think it makes my dad feel like a kid again, too.

Basically video games and your magazine have made my family just a little closer. I get to talk with my dad about the latest games and the new PS2 (which he already has ordered with a deposit so he's guaranteed to get one). My mother even plays *Gran Turismo* and *Driver* with him.

I would like to ask everyone who thinks video games are a waste of time, and that nothing good ever came from playing them. If there's something that can make you forget about your pain or stress, and bring people a little closer together, how is that not good?

Thanks to everyone there for putting out an excellent product. Dad thanks you, too.

John Abbett  
jmbabbott@voyager.net

Dad will also thank you, and us, for that nifty little Box of Joy we'll be sending your way. Just be sure to share all the goodies with Poppa Abbett. And continue to play together nicely.

Think you have what it takes to write the Letter of the Month?

Send us your video game expositions and you could win the official *OPM* Box of Joy.

We pack our Box of Joy with an assortment of goodies from all your favorite software companies.

But absolutely no guy-on-guy action. We promise.

### CONTACT OPM

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fax  
If you need to reach us now  
630 382 9010



### Couples Controversy

I have been a faithful subscriber to your excellent magazine for going on two years, and until now I have loved every issue. However, as I was flipping through the pages of the November issue, I came upon an article that absolutely appalled me. It was on page 47, titled "Couples who play together, stay together." My obvious objection was the fact that your "couple" was two lesbians realize that you guys are trying to get with the modern program overcoming racial and sexist conflicts, but can't you just stick with what the majority of the public considers normal? I mean, what if I auditioned for this article with my extremely racist skinhead or Klansman girlfriend? Would you publish us? I doubt it! I don't like putting you guys down for anything, but please just lay off the modern stuff and stay within the world's normal boundaries.

psychotik\_robotik@bouncingboob.com



Hey, *OPM* I think you're a great mag, but there's one thing you did in your November issue that was kind of controversial. I put a lesbian couple in "Couples who play together, stay together." I have nothng agaimst gays (in fact, I like girl on-girl action) But I'm pretty sure there are kids who read your magazine, and parents may want to shield that kind of stuff from their chldren. Maybe you should just feature straight couples from now on. I don't mean to offend anybody -like I said, I like girl-on-girl action. Lesbians can get away with a lot of stuff, but if you put a gay couple in there (guy-on-guy action), I would really be sick.  
Orayus@aol.com

### Screen Caption Contest

Every month we run a pic, and it's your job to come up with a witty caption that makes us laugh so hard our heads fall off. E-mail your captions to [OPM@ziffdavis.com](mailto:OPM@ziffdavis.com) and mark the subject **CAPTION CONTEST**. The new contest picture, a juicy shot taken from Danger Girl, should be easy enough.



### WINNER!

"A sexual dilemma for farmers:  
[himmelhofer@suri.de](mailto:himmelhofer@suri.de)"



### NEXT MONTH

Think of something that'll titillate our funny bones, and you might be our next winner.



PlayStation 2

A DARK FUTURE...  
AN UNCERTAIN PAST...  
**NO ONE LEFT TO TRUST.**

# Oni

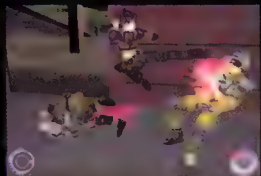
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Animated Violence



# Boston

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DIGITAL

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ITS MOTHER WAS A SUPERMODEL.

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# Boston





Where Fingerprints  
would be if controller  
wasn't gripped so tight.

Friction burn got  
after getting in  
Hyper's Face.

9 stitches.  
Exactly 12 less  
than I  
gave Qubeley.

Minor blisters  
earned during  
8-hour marathon.

Paperon pizza that  
From all-night  
tournament is still

Gash got going  
toe-to-toe.  
against Psycho

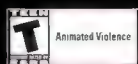
THE GAME IS IN 2-D. THE PAIN ISN'T. IT'S THE EPIC STORY OF GOOD VS. EVIL IN CLASSIC 2-D. YOU ARE HEERO YUY, IN YOUR FIRST VIDEO GAME EVER. YOUR JOB: USE YOUR POWERFUL WING GUNDAM TO PROTECT HUMANITY FROM THE SINISTER GIANT MOBILE SUITS. DO YOU HAVE THE BRAIN POWER AND STAMINA NEEDED TO DEFEAT THE EVIL MACHINES? OR DO WE CALL YOU MR. SOFT HANDS? GUNDA BATTLE ASSAULT. OLD SCHOOL GAME-PLAY. NEW SCHOOL PAIN.



**GUNDA  
BATTLE  
ASSAULT**



**BANDAI**  
BANDAI.COM

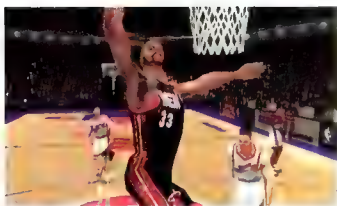




**IT'S GREAT. ZO'S OUR PAL.  
DOES THE COMPETITION LOVE ZO AS MUCH  
AS WE DO? THEY MIGHT IF THEY KNEW WHAT  
"ZO" STOOD FOR.**

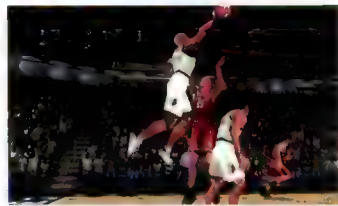
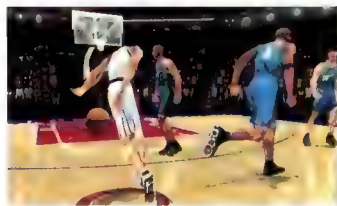


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# OVER 500,000 SERVED

The most sought-after product of this holiday season commands massive lines and outrageous prices. Half a million people walk home happy on Oct. 26. Millions of others wait patiently for future shipments.

The million units of the PlayStation 2 were originally planned to be available at its North American debut on Oct. 26. As a result, the die-hard gamers, retailers and consumers standing in line at the time had no idea that the console would only be around for a few hours. People realized that if they would there not be enough consoles to buy and that if they didn't get one, they would have to wait for the next one. The PlayStation 2 was a No. 1 product for the week ending Oct. 11 in a survey by the National Retail Federation.

In San Francisco, a line of PS2 buyers in a parking lot

stretching to the next city block was broken up by the time the store was open. Many of the consoles were sold out by the time the store had opened. In some cases, the consoles were sold out before the store had even opened. In some cases, the consoles were sold out before the store had even opened.

One PlayStation 2 fan who had waited for the console for

months finally got his hands on one. He was so excited that he had to wait for the console for months. He was so excited that he had to wait for the console for months. He was so excited that he had to wait for the console for months.

He was so excited that he had to wait for the console for months. He was so excited that he had to wait for the console for months. He was so excited that he had to wait for the console for months.

He was so excited that he had to wait for the console for months. He was so excited that he had to wait for the console for months. He was so excited that he had to wait for the console for months.

**“They didn’t rob an adult. They robbed the hopes and dreams of a child.”**



**"Our first batch went on sale at noon on Oct. 26—and sold out in less than 30 seconds!"**

**—Amazon.com**

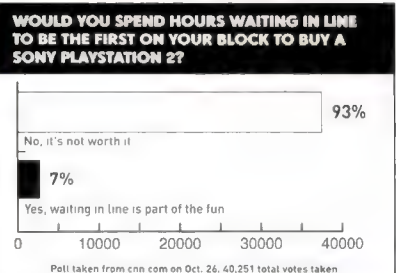
### Don't have yours yet?

...to be the first on your block to buy a Sony PlayStation 2?

...to be the first on your block to buy a Sony PlayStation 2?

...to be the first on your block to buy a Sony PlayStation 2?

...to be the first on your block to buy a Sony PlayStation 2?



- ### IMPORTANT PS2 DATES
- June 1996 - Ken Kutaragi moves on to begin work on successor to the PlayStation
  - March 2, 1999 - Technical specs for the PS2 are revealed to the world
  - Sept. 13, 1999 - Sony announces details on Japanese launch and shows first PS2 games.
  - Feb. 18, 2000 - Sony holds its first PS2 festival in Japan and allows gamers to check it out.
  - March 4, 2000 - PS2 officially launches in Japan
  - March 6, 2000 - 980,000 PS2 systems already sold in Japan
  - May 11, 2000 - U.S. PS2 shown for the first time. Sony announces Oct. 26 U.S. launch date and info
  - Sept. 27, 2000 - Sony announces only 500,000 PS2s to be available at launch.
  - Oct. 26, 2000 - All hell breaks loose.**

### What's the holdup?

**"Take a picture of a PlayStation 2, put it in an envelope, and stick it under the tree with a note saying that you'll buy your children one as soon as it becomes available."**

**—Wal-Mart**



Above: Imagine being stuck after this guy! The second person in line for a PS2 at the Metreon paid almost entirely with coins. Left: Check out those mad Tekken skills.

### Top-selling PS2 games for the week of Oct. 22 to Oct. 28

 1. Madden NFL 2001 EA Sports	 2. Tekken Tag Tournament Namco	 3. SSX EA Sports	 4. Ridge Racer V Namco	 5. TimeSplitters Eidos
 6. NHL 2001 EA Sports	 7. Summoner THQ	 8. DOAZ: Hardcore Tecmo	 9. Kassan EA	 10. Armored Core 2 Ageia

Source: PC Data

## LEONARD HERMAN CAUGHT UP IN THE HYPE

As a historian, I've always been more concerned with the past than the present. Today never interests me until it becomes yesterday. So whenever a new video game console comes on the market I tend not to be interested in it until it's not so new anymore. During my 22-year love affair with video games I've never purchased a console on its launch date. I never had to. With a collection of more than 1,600 games, I have plenty to keep me busy.



That all changed on Oct. 26, 2000.

I should have learned my lesson last year. When the Dreamcast went on sale I fell victim to the hype and conveniently found myself at a Comp-USA on its launch day. The mere fact that Comp-USA was sold out made me want to buy the system even more. I picked one up a week later and by that time there were plenty in stock.

So did I learn the valuable lesson of preordering? Of course not! Last December I began purchasing DVDs even though I didn't have a player to watch them on. Some of my favorite movies were available and they were inexpensive. I reasoned that I would be buying a DVD player eventually and these movies might not be available then.

By January I was itching for that DVD player, and by that time stores were beginning to take preorders for the PS2. But I couldn't decide whether I was going to get a DVD console that played games (NUON) or a game console that played DVDs (PS2). After seeing the two at E3 last May I was leaning toward the NUON, especially since the first DVD console with the NUON chip was scheduled to be on shelves a month later. I knew I would get a PS2 eventually, but my priorities had shifted.

Well that first NUON-powered DVD player arrived in June, but it cost \$500 and the reviews for it didn't exactly rave about the games. By then I had amassed over 20 DVD titles and was impatient to watch them, so I went out and bought a no-name bare-bones DVD player for \$160. I couldn't wait around until the PS2's debut in October. Hence, once again no reason to preorder.

By then the news started coming out that Sony wouldn't have enough consoles to fulfill demand. Since I hadn't preordered, I figured there was no sense in doing so, because stores couldn't guarantee delivery. Then the news arrived that Sony would be cutting by half the number of consoles that it would deliver.

On Oct. 26 I went to my local Software Etc., where I was greeted by a list of names of those who would be getting consoles. Inside I watched those who had the forethought to preorder pick up their machines. I actual got to see a PS2 box! I then promised myself that I would never let this happen again.

So now I'm waiting for the preorders to begin for the PS3. Hey, who knows? I may get one before I can get a PS2!

Leonard Herman

## Sony PS9 On Sale Now

What's this? PlayStation 9? Did I miss something? Actually, no. This is the advertising campaign Sony used for the PS2 for the launch. The basic premises: The year is 2078 and the PS9 is now available. The system has sensors that can tap right into your adrenal gland, and comes with such features as a mind-control system, improved retinal scanning, holographic movie surround vision, and telepathic personal music. Sounds pretty intense, huh? Well, then the PS9 commercial comes to a close, a PS2 comes into the light, and the text reads: the beginning. For those who haven't seen it, the entire commercial is very futuristic and *Matrix*-ey. It's definitely cool. And it kinda makes you wonder what games might actually be like in 2078.



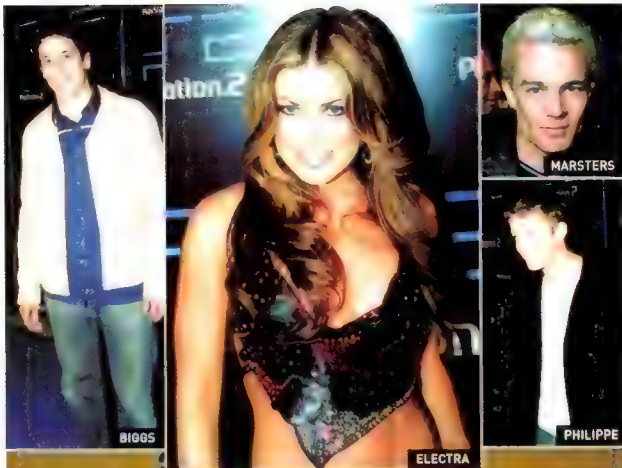
"The most important thing is to make sure that first and foremost we have a very successful launch so we can grow the installed base of the hardware as quickly as possible. At the end of the day, when you have a large installed base, that's a bigger business opportunity for all the companies that publish on that platform." —Kaz Harai, President SCEA



The U.S. has never seen such outright enthusiasm for a game platform before. Whereas in Japan it is common to see lines outside game stores for a video game platform launch, never before has this happened in the States. Pictured to the right is EGM's surly Canadian.

# Party Time

We got a special sneak peek at the party on Monday, and it was a sight to behold. The party was held at a grand location, and the atmosphere was electric. The lighting was dim, with colorful spotlights illuminating the stage and the crowd. The music was loud and energetic, and the dancing was non-stop. The party was a huge success, and everyone had a great time. The event was a true celebration, and it was a privilege to be there. The party was a testament to the power of music and the joy of coming together. It was a night to remember, and we hope you enjoyed the sneak peek. The party was a true celebration, and it was a privilege to be there. The party was a testament to the power of music and the joy of coming together. It was a night to remember, and we hope you enjoyed the sneak peek.



**MATURE**  
**M**  
CONTENTS RATED FOR MATURE PLAYERS  
17+  
Animated Violence  
Animated Blood and Gore  
Suggestive Themes



**EIDOS**  
INTERACTIVE

# MURDER AND MAYHEM INTERRUPTED BY FREQUENT DRESSING AND UNDRRESSING.



fear effect 2  
PHENOMENON

[www.feareffect.com](http://www.feareffect.com)





### Mikami's Little Secret

Resident Evil producer Shinji Mikami has slipped us word that he's developing a new survival horror game for the PS2 called *The Devil May Cry*. Apparently, it's even darker than RE.

## CHRIS GORE TRUTH IN ADVERTISING

I can't stand packaging that bends the truth, exaggerates or just blatantly lies. We've all seen products that advertise themselves as "new-and-improved" but generally aren't. How many times have we all bought some sugar-coated cereal only to realize that the prize inside is just some hunk of cheap plastic and not a cool hot rod? (Cheerios, in fact, still puts strawberries on the box even though there isn't a damn strawberry to be found.)

And I can't tell you how many times I've bought a *Batman* comic book with the headline on the cover "Robin Dies!" only to read it and discover that Batman only thought Robin was dead. I even ordered that six-foot working submarine advertised in the back of the comics and it turned out to be an oval-shaped cardboard box. Suckered again. Fruit juices with only 10 percent fruit juice, vitamins that give you power, fruit roll-ups that will make the sky open up and take you to the rainbow world where it rains candy...ENOUGH!

The point is that companies will say anything on the outside of the package to get you to open your wallet and shell out the cash to buy what's inside. The video game industry is no different.

I'm a gamer from way back. How long ago? This was a long, long time ago, before even *The Empire Strikes Back* came to theaters the very first time! I can remember my first game system vividly. I got an Odyssey 2 that had an actual keyboard attached to the console. I really wanted to play the football game, which featured an amazing rendition of a running back blazing a trail. The game itself was just a bunch of white dots (which didn't even look like people) on a green background with lines. The sound consisted of varied uses of "hiss." It sucked.

The Atari 2600 was even more blatant, with games like *Battlezone* featuring a painting of an epic war scene complete with spectacular exploding tanks. Dots.

No matter what game I bought then, it seemed that the more fantastic the picture, the lamer the result. *Space Combat*. Dots. *Baseball*. Dots. *Solaris*. Dots. *Galaxian*. Dots. Nothing ever matched the picture on the cover. Even the modern game systems never seemed to match the artist's imagination when it came to an epic war scene, a stellar sporting event or a galactic space war.

Now, with the release of the PS2, everything has changed. The PS2 represents the first time in video game history when the picture on the cover of the package actually represents what the game looks like! I've been waiting my whole gaming life for this! And for that we should all applaud.

Me? I'm holding back tears of joy...[sob].

Chris Gore  
of Firm T  
[www.jumbotreat.com](http://www.jumbotreat.com)



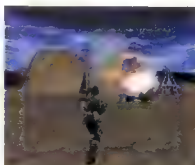
## Chrono Trigger To Hit U.S. Shores?

Fan letters prompt Square to consider it

By Chris Gore  
Square Enix's *Chrono Trigger* is one of the most beloved role-playing games of all time. It's a game that has inspired a cult following and a dedicated fan base. In fact, it's so beloved that fans have been petitioning Square Enix to bring the game to the U.S. market. The company has been hesitant, but now it's considering it. The game was originally released in Japan in 1995, and it's been a massive success there. It's a game that has stood the test of time, and it's a game that has inspired a new generation of gamers. The company has been hesitant to bring the game to the U.S. market, but now it's considering it. The game was originally released in Japan in 1995, and it's been a massive success there. It's a game that has stood the test of time, and it's a game that has inspired a new generation of gamers.

## Sony Online Announces Planetside

By Chris Gore  
Sony Online Entertainment has announced a new game called *Planetside*. It's a free-to-play, browser-based, first-person shooter. The game is set in a sci-fi world where players can choose from three different factions: the Federation, the Empire, and the Rebels. The game is a team-based game, and it's a game that has been a massive success. The game was originally released in 2001, and it's been a massive success there. It's a game that has stood the test of time, and it's a game that has inspired a new generation of gamers.



## OVERHEARD: JIMMY FALLON



"I can't marry you... I just got PlayStation 2. It's very time-consuming."

—Saturday Night Live's Jimmy Fallon, during a Weekend Update sketch.

## DATA STREAM

### Sega on PS one?

Sega of Japan has informed us that the company will soon be porting many of its huge library of games to other platforms, mentioning the PS one as a strong likelihood. The company intends on raising revenue by focusing on software rather than hardware. Did someone say Sonic on PS one?

### KOF Still Alive



Good news, fighting game fans: *King of Fighters 99* for the PS one is headed to the U.S. after all. Although the release was in doubt due to SNK's unfortunate U.S. departure, Agatec has snapped up the rights and will release it this month.

### Hardcore Babes



Knowing that well-endowed, scantily clad babes are an integral part of the appeal of its DOA series, Tecmo has placed a new ad in *Maxim* that shows off its assets. The ad is meant to parody the front cover of the men's magazine.

PlayStation 2

SOMETIMES, IN ORDER  
TO COMPLETE YOUR JOURNEY,  
YOU HAVE TO GO BACK  
TO ITS BEGINNING.

LEGACY OF KAIN

# SOUL REAVER 2



EIDOS



Endless Adventure



All-New Characters



Improved Battle System

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Animated Violence  
Mild Language



# FINAL FANTASY IX

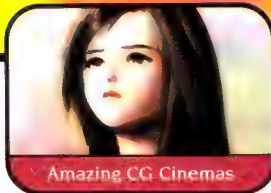
## PREPARE YOURSELF

for a world of mystery and magic

for a journey of danger and discovery


for characters you'll never forget

for the most amazing adventure ever



**SQUARESOFT**

**PICK A WORLD**  
WE'LL TAKE YOU THERE



"[Lara Croft's] now become  
human. That's my only worry.  
But the positive part of it is,  
I'm all for curves on a woman,  
and feeling sexy, and not hid-  
ing from it and kind of enjoy-  
ing it, and hoping that every-  
body will enjoy it as well."

—Angelina Jolie

On the *Tomb Raider* set with Angelina Jolie

# CHARTING NEW WATERS

A new movie, a new game, a new star—Lara Croft is finally being reborn in the style she deserves

Lara Croft has narrowly cheated death yet again.

Just a few seconds earlier, Croft's trademark silhouette emerged from the shadows of a dark tomb buried deep below the earth in the jungles of Cambodia. Forty feet beneath her, three men, flanked by a small army of machine-gun-wielding thugs, spot Croft as she peers down at them. Suddenly, gunfire pierces the air, bullets whizzing by the world's most famous virtual heroine.

"Hold your breath," shouts a man in a black hat. Judging from his chiseled good looks and perfect diction, he's obviously a bad guy.

But Lara knows these men. And she knows their plans are about to go awry. With a knowing smirk, she tells them as much.

"They're not happy to hear it."

"Frustration evident in his voice, the man in the black hat shouts up to Lara: 'Lady Croft! Can you give me one good reason why I've kept you alive?'"

It's a valid question—one that we've been wondering ourselves for quite a while. Can anyone offer any good reason to keep this once-great character alive? After five games in as many years (including *Tomb Raider: Chronicles*, which should be hitting retail as

you read this), many have questioned whether Lara Croft has lost her relevance.

"Heck, even Adrian Smith, director of operations at developer Core, agrees. 'I'm very pleased to say *Chronicles* is the last in the series as we currently know it,'" Smith told us. "We're delighted because it's the end of a long period for us and the beginning of something very new."

Indeed. But after five long years, Lara is finally getting the treatment she deserves. We recently flew to England to spend two days on the set of the *Tomb Raider* movie, chatting with cast and crew, including the beautiful Angelina Jolie. And that's where we witnessed the above scenario. This wasn't an event from a game. No, it was an actual moment from the film, which we watched as we stood on the very impressive set. Jolie in full costume as a perfect Lara Croft.

We also stopped off at Core's offices to find out the latest on the PS2 *Tomb Raider* game, which finally will be a radical departure from the *Tomb Raiders* of past.

And we're convinced. A new big-budget movie due out in the summer of 2001. A new direction for the next-generation games. A new life for Lara Croft.





Stick the landing  
and they'll call you a champion.

Don't  
and they'll call you  
an ambulance.

freestyle  
**M** MOTOCROSS:  
**McGrath**  
**P vs.**  
**Pastrana**



Travis Pastrana  
Undeclared Freestyle Champion



Jeremy McGrath  
11-time Supercross Champion

If you want to play it safe, take up tennis. But if you want sick freestyle moto-x action get FreestyleMotocross: McGrath vs. Pastrana from Acclaim Max Sports. With two of today's hottest Supercross and Freestyle Motocross riders taking on nine levels, over 30 insane tricks and balls to the wall racing action, your adrenaline will be pinned in fifth gear. Plus, there's more than one way to walk away the winner. That is, if you can still walk.



Developed by

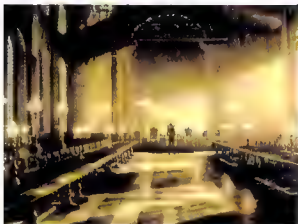
**Z-AXIS**



**Acclaim**

**MAX SPORTS**

## TOMB RAIDER CONTINUED



With majestic sets and exotic locales, *Tomb Raider* has a visual style that rivals the game.

is a child. So there's a whole emot[ional] child abandonment theme in there as well. That father, by the way, is played by none other than Jolie's real-life father, Jon Voight.

Finally, and most important, there's the star of the film. Ask anyone on the *Tomb Raider* set what he thinks of Angelina Jolie, and he'll quickly tell you it's Lara Croft. The enchanting actress has managed not only to lift Croft's legendary proportions, but also to capture her character's essence.

"She's the only person I ever thought could play her," says director Simon West. "She is Lara Croft. There's very little difference between the two of them. We don't even discuss what she should do or say because she is Lara Croft, and she knows exactly what she would say or do in any situation."

For Levin, casting Jolie took on an extra special meaning. "This is the first time that I've ever had to have a female lead in a video game. You have to have a female lead in a video game."

## LARA'S NEW LOOK

With a body that defies human proportions, and an immediately recognizable signature outfit to complement it, Lara Croft has become an icon of sorts. But don't expect to see that trademark rubbery blue shirt gracing Angelina Jolie's body. Rather, the star of *Tomb Raider* will be decked out in more muted blacks and grays.

That's because Jolie is quite sensitive about the colors she wears, according to Oscar-winning costume designer Lindy Hemming. "A lot of the color scheme—even though I'm very happy with it because it's quite moody and modern—is actually because Angelina is actually because Angelina is one of those people who feels uncomfortable in color. Hemming told us,

Moreover, director Simon West wanted to make sure the film retains Lara's look, while updating it to be a sleeker, more modern version. And Hemming wholeheartedly agrees with that direction. "If you read the script—the way it describes her life—it didn't give her opportunities to look like Mad Max, really," Hemming says. "Of course, in the beginning we talked about that. But when you read the script, and you look at what happens, it never leads you that way. It always gives you a



more high-tech feeling. Croft fans will be glad to know, though, that Jolie's outfits will still be quite reve[al]ing. On the day we saw Jolie shooting a scene, she was wearing what Hemming describes as one of her signature outfits: "Really tight black T-shirt, really light black trousers, her gun belt with a new skull-and-crossbones brass buckle on it. And her very, very modern backpack, which is not like the backpack in the game, but a shiny carapace modern-looking backpack with a molded plastic feel."

Her silhouette is almost exactly the silhouette that everybody's expecting," Hemming adds. "Everything she's got on—from her boots up through her holsters, her guns, her backpacks—is all tailor-made to her. She looks like a modern, up-to-date silhouette of Lara. She looks quite trendy, anyway."

Also expect to see plenty of flesh—which will surely please all the fanboys out there. In one action scene, Jolie is wearing pale gray silk pajamas that apparently show ample amount of midriff. And she's got other outfits that are even more revealing. "She's got 13 different costumes," Hemming says, "but some of them are as little as a towel."

When it comes to the game, the film's visual style is a double-edged sword. "The challenge is to make it look like a movie," explains Levin. "From the point of view of the player, it's not the same. The game has to feel like they've seen it before. They don't expect to see as many of Lara's outfits in the film. We've got some our own. Crane. But the team didn't stop there. Sometimes we'll take the game and make a copy of the game. It's a challenge to make it look like a movie. Paramount has had to make a lot of decisions about how much of the game to show in the film. We've got to make a lot of decisions about how much of the game to show in the film. We've got to make a lot of decisions about how much of the game to show in the film."

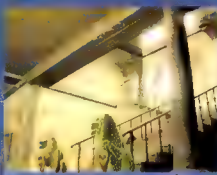


## A WHOLE NEW GAME

When Core began working on *Tomb Raider* for the PS2, some 18 months after they put together an almost entirely new team, the developer wanted to take Lara in a new direction, and an injection of fresh blood was long overdue.

But according to Adrian Smith, director of operations at Core, the game now has a darker feel, and the story is now much more important.

In fact, story is such a key element that the team at Core has basically plotted out enough material for years to come. Let's write the *Tomb Raider* book," Smith told his team. "Let's think about the next 20 adventures that Lara Croft will go on. And rather than just producing that as the next game, let's think about that as the next 'X' amount of games."



Smith says that in that book, "Smith was cov[er] about the details, not wanting to divulge too much. But he did let us that we'll see a completely different Lara. She's going to be involved in some things that she has really no control over," Smith says. "She's put in situations that are totally alien to her. All the privileged life she's had, being from a great family and having a nice house, and all the doors have been opened for her because she's been the infamous Lara Croft—all of a sudden she's going to be shut out."



"And Lara will no longer be the sweetheart we've grown used to. Circumstances are going to drive Lara into something almost like the underground—the dark, the criminal element of it," Smith explains. "Not by choice, but that's her only path she can take to bring herself out of it."

The new games will now be episodic, Smith likened each release to an *Hillbilly*. Each "chapter" will be self-contained, but will have some overlap pictures. "The first game is going to lead people into the information," Smith says. "We're going to open up lots of doors, and let people lots of things, and leave a lot of them open. Now that seed that she sowed in something infinitely bigger, and it's not going to be singularly solved in this adventure."

Smith also promises to put up extra content online to supplement the games. Maybe you'll find a bit of back story to follow, or maybe Core will release online playable side missions. Other characters—Smith can't say for sure yet until he knows more about the broadband plans. But expect to see plenty of supplemental content that will appear between each chapter.

The gameplay will also be quite different. Core is finally abandoning the clumsy control scheme that's plagued the series, opting for more of a Mario-like control. Lara will also have different skills depending on the player, using an RPG-like mechanic of leveling-up different skills the more they're used. "We're trying to form a lot more of a bond between player and the character," Smith explains. "We're trying to tailor the character more to the player. We're sure indeed, Smith told us that with all the changes, the next game might even drop *Tomb Raider* from the name of the series. "The next game will survive," Smith says. "It's a whole new game, with promise."

PlayStation.2

# Q-Ball

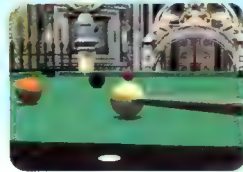
BILLIARDS MASTER



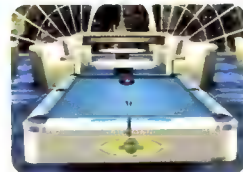
Play alone or with a friend



Master the techniques used by the pros!



The most beautiful pool halls in the world!



9 modes of play, plus 3 hidden pool games!



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You see yourself  
as a great warrior...

Your opponents see  
you as spare parts.



# ARENA



Animated  
Violence



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**10 menacing robots, each with its own special way to turn enemies into scrap metal.**

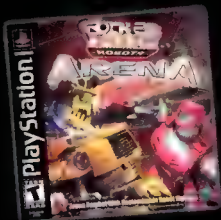


**Devastate your opponent with weaponry like missiles, flame throwers and lasers.**



**Learn incredible combo moves that will make your competitor's head spin (if it's still attached).**

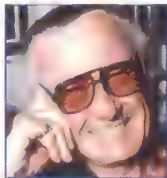




**Rock 'Em Sock 'Em™ Robots Arena gives you the power to rip off your opponent's body parts and attach them to yourself. Turn your enemy into rubbish with their own weapons. Or save the parts you collect for future victims. The more you win, the more powerful you become. You're not just competing for pride and honor, you're fighting for limbs.**

## STAN LEE SOMETHING TO MARVEL AT

OK, so I'm not the world's greatest authority on games and gaming. I don't have to be! A guy doesn't have to be a digital demon to appreciate awesome action and scorching special effects. But I just wanna give you my reactions to a few of the Marvel-related video games I've seen lately.



Of course, there's one thing I've gotta warn you about. Since the games I'm talking about feature Spider-Man, the Fantastic Four and the X-Men—plus a whole kaboodle of other mighty Marvel guest stars—it won't be easy for me to be totally objective in my observations. It's like writing about your family; they may drive you up the wall sometimes, but hey, they're still your family, right? Anyway, I'll try to stay cool as long as you allow me a little latitude for bragging. Deal?

Let's start with Activision's *X-Men: Mutant Academy*. This one's a real rocket ride, with so much action that they didn't bother to include a story! All you've gotta do is beat all your opponents to a pulp as you guide your favorite X-Man through too many battles to count. You'll even have to fight other good guys! And there's no chance of getting bored 'cause you've got a total of 10 superpowered combatants!

But let's not forget Capcom's *Marvel vs. Capcom!* This one actually combines a mixed menage of Marvel heroes with those from the Capcom company. Where else can you find Spidey and friends going head to head with superstars like Mega Man or enemies like Venom? There are also friendly battles like Spidey vs. Hulk—or even Captain America vs. Captain America! (Don't ask me how it happens; see for yourself!)

Since I'd never leave out the Fantastic Four, let's talk about Acclaim's 1997 version of the world's greatest fighting quartet. Unfortunately, this one isn't quite as imaginative or inventive as some of the others. You just grab yourself a favorite Fantastic Four member and use him or her to knock the stuffings out of the bad guys. Of course, no game can be too much of a dud when you add She-Hulk to the mix!

As disappointing as *Fantastic Four* may have been, *Spider-Man* from Activision makes up for it. The opening sequence gives you the chance to gird your loins and get set for the carnage to come. Then, just before the mayhem, comes the best part of all. You get to hear my favorite narrator starting you off at the first level. (Modesty forbids me from mentioning the name of that superb orator!)

And away we go! The action's intense and inspired and keeps increasing as you zoom along. To me, the best part is all the other colorful cavers you get to meet along the way—the Black Cat, the Scorpion, Jonah Jameson, Daredevil, the lovely Mary Jane, the Rhino, Venom, Carnage, Doc Ock and Mysterio. I might have omitted a few, 'cause I don't want you to think I'm bragging too much!

I also got a kick out of seeing Spidey in his alien symbiote costume and a ton of other costumes rather than his usual duds. There's even a way for you to unlock everything the game has to offer without actually earning it, including the collection of classic comic-book covers that—aw, hey, I might as well leave some surprises for you!

Till we meet again, True Believers...Excelsior!

Stan Lee spends most of his time these days helping to disseminate the pandemic onslaught of superheroes for [stanlee.net](http://stanlee.net). Be sure to get a new member for creating some of the most popular comic book characters: Spider-Man, the X-Men, the Fantastic Four, and the Hulk.



## PlayStation Aptitude Test

Think you know your PlayStation games? Take the PlayStation Aptitude Test (PSAT) each month and see how good you really are.

1. Reflections is best known for what series besides *Driver*?

- a. *Demolition Man*
- b. *Demolition*
- c. *Demolition Derby*
- d. *Demolition Man 2*

2. If Sega bought PS2s with all the money it earned on DC launch day, roughly how many units could be purchased?

- a. 100
- b. 1000
- c. 10000
- d. 100000

3. Who is Angelina Jolie's dad?

- a. George Clooney
- b. Brad Pitt
- c. Tom Cruise
- d. John Travolta

4. Who is the youngest person to ever portray Lara Croft?

- a. *Travis*
- b. *Michelle*
- c. *Michelle Rodriguez*
- d. *Michelle Rodriguez*

5. What company publishes *Tomb Raider* comic books?

- a. *Marvel*
- b. *DC*
- c. *Image*
- d. *Dark Horse*

6. The original *Gran Turismo* featured how many cars?

- a. 10
- b. 100
- c. 1000
- d. 10000

7. What was wrong with GT2?

- a. It was too slow
- b. It was too fast
- c. It was too hard
- d. It was too easy

8. "I am the ambassador / Of Kickyourassador" is a quote from a song on which game?

- a. *Gran Turismo*
- b. *Gran Turismo Sport*
- c. *Gran Turismo Evolution*
- d. *Gran Turismo Sport*

9. Counting *P.S.X.*, *OPM's* predecessor, how many Editors in Chief predated John Davison?

- a. 1
- b. 2
- c. 3
- d. 4

10. Why is Enix's *Dragon Quest* RPG series in Japan known here as *Dragon Warrior*?

- a. Dragon Warriors are the main characters
- b. Dragon Warriors are the main enemies
- c. Dragon Warriors are the main locations
- d. Dragon Warriors are the main weapons

- a. Dragon Warriors are the main weapons
- b. Dragon Warriors are the main locations
- c. Dragon Warriors are the main enemies
- d. Dragon Warriors are the main characters

- a. Dragon Warriors are the main weapons
- b. Dragon Warriors are the main locations
- c. Dragon Warriors are the main enemies
- d. Dragon Warriors are the main characters

Answers  
1. d 2. c 3. b 4. c 5. d 6. c 7. a 8. d 9. b 10. d

## DATA STREAM

### Mini-Me on PS2



Austin Powers fans listen up: The spy who loves to shag will soon be hitting the PlayStation 2 courtesy of Take 2. There's no word yet on what the game will be like, but we do know that it won't be a version of the canceled Austin Powers kart-racing game for the Dreamcast. Which is good.

### An Epic License



Several companies are vying for the game rights to the highly anticipated epic film *The Lord of the Rings*, due out in theaters in about a year. Word has it that EA is close to nailing it down. Let's just hope the game's production time won't mirror that of the movie's: three whole years!

### Woo Goes Digital



Film director John Woo has teamed up with several studios to form a new game developer called Digital Rim. Woo will personally work on the studio's first PS2 title.

## OVERHEARD: PS2 CODE NAME

"In the earliest days, people referred to it as being '2' without putting the PS on it. They were like, 'Let me tell you about the 2.'"

—Kaz Hirai, president of Sony CEA, on what the PS2 was originally code-named.



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## Couples Who Play Together, Stay Together

### Dirk Does PS2

You have to hand it to the PlayStation 2. For the past few months, the company has been releasing some of the greatest PlayStation 2 titles. **Dragon's Lair and Space Ace** have to be the best. And we're not just saying that—certain new, high-end PS2 titles have arrived that were never available on the PS1. This doesn't mean that the PS2 is out of the woods yet.

PlayStation Computer Entertainment is taking the PS2 to the next level by releasing a limited edition of *Dragon's Lair* and *Space Ace* for the PS2. The limited edition includes the original box set and a PS2 console.

The PS2 console is a limited edition of the PlayStation 2. It's a sleek, silver console with a 3.5-inch floppy disk drive. It's also a great looking PS2. And when you add the limited edition of *Dragon's Lair* and *Space Ace* to it, you have a great looking PS2. And when you add the limited edition of *Dragon's Lair* and *Space Ace* to it, you have a great looking PS2. And when you add the limited edition of *Dragon's Lair* and *Space Ace* to it, you have a great looking PS2. And when you add the limited edition of *Dragon's Lair* and *Space Ace* to it, you have a great looking PS2.

Plans of a sequel to *Dragon's Lair* have been in the works since before the first game. It's not that the game was so successful, but that it was so revolutionary at the time. But there's no doubt that it's still one of the most popular games of the time. And when you add the limited edition of *Dragon's Lair* and *Space Ace* to it, you have a great looking PS2. And when you add the limited edition of *Dragon's Lair* and *Space Ace* to it, you have a great looking PS2.



Anyone who doesn't play games with a loved one is missing out. So we've come to believe. This month we present two hardcore gamers. Kimberly, 19, and her fiancé Jason, 26, from Everett, Wash. Both spend their working hours at the gaming stores they manage. Now it's time only have them have a couple PS2s for us.

How did your gaming come about?

**Jason:** We met when we worked at different game stores. So playing was a pretty natural thing. **Kimberly:** We've always come to my store. The first time he asked me out I said no. But we ended up working together. I couldn't resist.

Did you get a PS2?

**Jason:** Yep. We're sharing one. The launch was crazy. **Kimberly:** At my store we had under 10 systems, and I was surprised by how polite everyone was. **Jason:** My store was more hectic. A kid got his system stolen right outside. There was nothing we could do. I felt so horrible.

Do you guys get hit on at work?

**Jason:** It happens to me. **Kimberly:** There are two types of guys who flirt with me. One thinks I know nothing about games—that I'm stupid. And the other thinks I'm the greatest thing in the world—a girl who knows games.

Has gaming enhanced your relationship?

**Kimberly:** It would be difficult to

**Jason:** Although sequels are nice, I'm more into original concepts. I'd like if companies got away from "sequelitis."

**What about celebts in games?** **Jason:** It can't hurt. It's like a joke in most games. It's not really a selling point to have the King of Pop to box in *Ready 2 Rumble Round 2*.

**Kimberly:** If they aim games toward celebrities, I think it's bad.



Jason's Favorites:  
Tekken Tag, Final Fantasy series, MGS

They Can't Wait For:  
MGS2, Silent Hill 2, The Bouncer

I don't want to see Ben Affleck in some Armageddon game where you have to save him at all costs.

What's your cat's name?  
**Kimberly:** Theodore. After the Chipmunk.

of we wasn't into games as much as the other. But as it stands, we both love games.

What would you change about the games industry?

**Kimberly:** I'd like to release dates to be more accurate.

Does Theodore [the cat] try to play along, or just meow annoyingly? **Kimberly:** He cries, but he usually just bites the cords. Right now he's sitting on the PlayStation 2, staring at us.

**Jason:** It must be the humming that encourages him.

### WE WANT YOU!

If you play PlayStation Computer Entertainment (PCE) games, you'll love our new game. Send us a letter telling us a little more about you and your gaming preferences regarding: How you locate your time and your daily usage, how often you play, what you play, and what you play. We'll be contacting you with the latest information. If you're already a fan of our games, we'll be contacting you with the latest information. If you're already a fan of our games, we'll be contacting you with the latest information. If you're already a fan of our games, we'll be contacting you with the latest information.

## WIN A VIVI DOLL!

We're giving away 300 of these limited-edition Vivi dolls, which you won't be able to find in any stores anywhere! If you've played Final Fantasy IX, you know you want one. And if you haven't played FFXI—well, you know you want for! Just send a letter or postcard to: "SQUARESOFT/OPM Vivi Doll Giveaway," P.O. Box 28569, Santa Ana, CA 92799-8569.

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# GABBY GABBY

Beach volleyball's beauty queen gets chatty

**OPM:** What got you interested in volleyball?  
**GABBY:** I was 6' 3" since I was 15 years old and it wasn't so much that I was interested in volleyball, but that coaches singled me out. So, it chose me. Since then, I've had a love affair with it.

**OPM:** Are you still modeling?  
**GABBY:** Modeling was a means to an end. Once I turned professional I was able to make a living as "myself."

**OPM:** Is there a magazine cover you did that you favor more than another?  
**GABBY:** I had a really practical view of modeling. My first cover impacted me. I was like, "Wow." But after that it's work, and I didn't get emotionally involved.

**OPM:** How did you get involved with Power Spike Pro Beach Volleyball?  
**GABBY:** They were looking for people to get involved on the woman's side. They showed me some of the program and I liked it.

**OPM:** What does it mean to be in a game?  
**GABBY:** My favorite part is that I can perform better than I can in real life. That's pretty cool. And it's nice to be involved with things where you need to have a sense of humor about yourself.

**OPM:** Did you ever daydream during sixth period of your high-school junior year that you'd be in a video game?  
**GABBY:** No. I was praying to get through all of the things that time in life brings up. "Please God, let me stop being a dork."

**OPM:** What makes a woman sexy?  
**GABBY:** I think when a woman thinks she's sexy and it's not an act, but a real thing, and she feels good and confident, I can't imagine there's anything hotter than that.

**OPM:** What makes a game character sexy?  
**GABBY:** When it's a little better than real life, where you're teetering in the zone of fantasy, but there's enough reality that you can step into it.

**OPM:** What does being a role model mean?  
**GABBY:** I try to be as positive as I can be. But by no means do I try to be perfect and or say and do all the right things. I just try to be honest, while keeping my privacy. But who you see out in the world is really who I am. And I try to take the role-model tag seriously. But

it doesn't dictate the way I live.

**OPM:** How tall were you in junior high?  
**GABBY:** About six foot.

**OPM:** Was that weird?  
**GABBY:** Well, forget about boys having a crush on you. Not only that, but they thought I was the substitute teacher. Twelve years old, six feet tall, they were like, "Do you know where..." "Look, I don't know where anything is."

**OPM:** Do you have a building named after you at the Nike complex?  
**GABBY:** I don't. Can you believe it?! I wanted the place where they eat to be named after me, but they didn't go for it.  
**OPM:** We'll see what we can do. We've got a lot of pull with their higher-ups.

**OPM:** With your brains, looks and athleticism, do you feel like there's anything you can't do?  
**GABBY:** You said brains first. I appreciate that. You get points for that. But, there are things I can't do. I can't be a gymnast. I can't stand on my hands. It freaks me out about my center of gravity. But I'm of the thinking that if you're willing to put it out there, if you're willing to fail and willing to bust your butt, all while being realistic, you can do so many things.

**OPM:** In your book you talk about preconceived notions. Do those still follow you?  
**GABBY:** I think there are less notions, but since I've gotten older I don't care anymore. If they want to think, "Oh, she's just a pretty girl," I'm not going to fight it. Before I was like, "No, no. I have something to say." But what I have to say isn't really that important.

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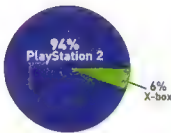
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## Video Game Publisher Poll

Which Game System Will Own the No. 1 Market Share?

note: Nintendo Gamecube and Sega Dreamcast received 0%

Source: Forrester Research, August 2000



## ZOE FLOWER PLAYSTATION GAMES AND PUSH-UP BRAS

As a member of the video game press, I've listened to marketers drone on about the elusive and untapped "girl market," heard feminists scream for equal representation, witnessed publishers find ways to incorporate cleavage into all their ads, and interviewed game designers thoroughly confused by the entire gender issue. Alas, all the market research, media hype and heated debate has turned the once-elusive "girl gamer" into an unfortunate stereotype by definition:



- girl gamer [gh-er-L gay-mer]:
- 1) She who demands more "realistic" female representation and will "frag your ass" if you don't comply or believe otherwise. Can be found ranting in various female-only newsgroups on the Internet, or competing in Quake competitions for a new pair of army boots. [Also see "grrt gamer"]
  - 2) She who is spoon-fed pink fluffy games but would rather use PlayStation as a bookend. Can be found shopping for a new push-up bra after fighting with her boyfriend, who was caught drooling over Lara's "guns." [Also see "girlye gamer"]
- As a girl who has quietly played video games all her life, I find the entire "girl gamer" concept annoying. Go ahead and "frag my ass," but I don't need more feminine characters to relate to.

Games have always represented a form of escapism. They require some imagination to believe in a pixelated fantasy, whether it's Pong or Metal Gear Solid. This is how I can relate just as well to the plight of Crash Bandicoot and Spider-Man as I can to Aya Brea and Lara Croft (perhaps Spidey more than Lara). How realistic do we need to be? I don't want to play as a slightly overweight divorced renegade librarian who seeks anti-cellulite power-ups and battles an end boss for alimony payments.

As for the cotton-candy games for girls, it's time for publishers to wake up and smell the impostor perfume. No matter how cutesy and sweet the content is, no amount of Barbie or Mary-Kate and Ashley will bring females into the market until we change the negative social connotation attached to video games.

Growing up as the only girl in the arcade, I know better than any market researcher or game publisher what issues come into play. But don't listen to me, because I'm not supposed to exist. I defy definition simply because I enjoy my PlayStation and my push-up bra at the same time.

On behalf of those of us who "don't really exist," please drop the girl from "girl gamer" and let us get on with playing just like everyone else.

Zoe Flower is a presenter and producer for the game show *PlayStation: Electrifying*. She also is a frequent contributor to [www.elecplay.com](http://www.elecplay.com) and the online magazine *PlayStation*.

# 3DO'S NEW BABE

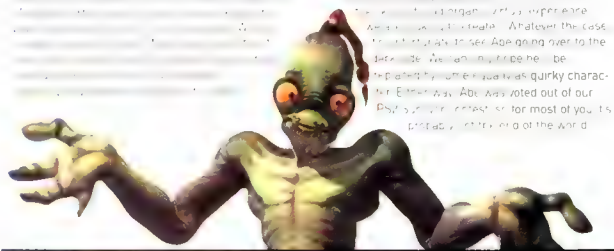
Former Playboy Playmate of the Year assumes new role as Vicky

By [unreadable] ...



## Abe Can't Get in Touch With Emotion Engine

Others like our friends who create the Penny ...



**WWW.PENNY-ARCADE.COM**

What prompted the X-Box exclusive for Munch's Oddysee? Well, we think the X-Box is a superior development platform. And I've always really liked fat socks full of cash money.

Do you like my hat? It's made of MONEY!

Would you like to stay for lunch? I think we're having MONEY!





# New for the PlayStation®2!

The critically acclaimed action game MDK™2 Armageddon is coming to the PlayStation®2 computer entertainment system. MDK™ became an instant classic with its offbeat humor and the ingenious Sniper Helmet that could shoot an enemy in the eye from a mile away. Now, picking up where the original MDK™ left off, MDK™2: Armageddon features a new 3D engine, advanced graphics, and new gadgets for outrageous gameplay.

Play as three different characters, each with his own unique experience:

- Sneak, snipe and shoot with the reluctant hero, Kurt Hectic, in his new Coil Suit, now with Cloaking ability, and his Sniper Helmet with Ricochet Bullets.
- Solve puzzles as the brilliant Dr. Fluke Hawkins, using wacky inventions like the atomic toaster and his fearsome alter-ego, Mr. Hyde.
- Blast enemies with four different weapons simultaneously with Max, the six-legged, jet-pack carrying, robotic dog.

MDK™2 Armageddon includes incredible new items for enhanced gameplay, more humor, and a totally new experience. Bioware, creators of the best-selling RPG Baldur's Gate™ are taking the MDK™ universe to all new levels of comic Action!

## COMING SOON

# MDK2 ARMAGEDDON



DEVELOPED BY  
**BIOWARE**  
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PlayStation 2

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IT'S DECEMBER 12TH. WHAT WERE YOU SUPPOSED TO REMEMBER ABOUT THIS MONTH? YOU'VE ALREADY STOCKED UP ON ROCK SALT... PICKED UP EXTRA WOOD FOR THE FIRE...OH, CRAP, PRESENTS! YOU FORGOT THE PRESENTS! WELL, NEVER FEAR, PROCRASTINATOR: WE HAVE THE PERFECT GIFT LIST FOR YOU. WE'VE EVEN THROWN IN OUR RATINGS, AND THE AVERAGE PRICE. JUST FOR YOU. YOU LAZY BASTARD.

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 ENOUGH TO GET A **PS2**

**Madden NFL 2001**

EA Sports, \$50 ●●●●●

Another great football sports game, Madden NFL 2001 really doesn't get much better. The game is great for a few minutes, but it's a real pain to play. The Madden NFL 2001 is a great sports game.

**Smuggler's Run**

Rockstar, \$50 ●●●●●

Smuggler's Run is a great game that's not too long to make. It's a great game for a few minutes, but it's a real pain to play. The Smuggler's Run is a great game.

**SSX**

EA Sports, \$50 ●●●●●

SSX is a great game that's not too long to make. It's a great game for a few minutes, but it's a real pain to play. The SSX is a great game.

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**Tournament**  
Namco \$50 ●●●●●  
The Play Station 2 version of this classic bowling mini-game. Madness.

TimeSplitters  
Eidos \$50 ●●●●●  
This first person shooter has some of the fastest

...HAS LOTS OF FRIENDS (AND A MULTI-TAP)  
Crash Team Racing  
Sony CEA \$20 ●●●●●  
It's a carnival game. Multi-tap.



Hot Shots Golf  
Sony CEA \$20 ●●●●●  
The original Hot Shots Golf.

Micro Maniax  
Codemasters \$40 ●●●●●  
Though the name suggests a micro-management

WWF SmackDown 2: Know Your Role  
THQ \$40 ●●●●●  
What's new? Nothing.

You Don't Know Jack!  
Berkeley Systems \$20 ●●●●●  
For the first time, a game that's as much about

...HAS TOO MUCH FREE TIME  
Final Fantasy IX  
Square EA \$40 ●●●●●  
The first in a new series of Square's role play no dummies.

Front Mission  
Square EA \$40 ●●●●●  
The first in a new series of Square's role play no dummies.



MTV Music Generator  
Codemasters \$30 ●●●●●  
The first in a new series of Square's role play no dummies.

RPG Maker  
Ageless \$40 ●●●●●  
The first in a new series of Square's role play no dummies.

...HAS TOO LITTLE FREE TIME  
Metal Gear Solid VR Missions  
Konami \$40 ●●●●●  
The first in a new series of Square's role play no dummies.



Mr. Driver  
Namco \$20 ●●●●●  
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Resident Evil 2 Dual Shock  
Capcom \$20 ●●●●●  
The first in a new series of Square's role play no dummies.

Superman  
Activision \$40 ●●●●●  
The first in a new series of Square's role play no dummies.

Activision \$40 ●●●●●  
The first in a new series of Square's role play no dummies.

... "DOESN'T PLAY VIDEO GAMES"

Natsume \$20 ●●●●●  
The first in a new series of Square's role play no dummies.

Sony CEA \$20 ●●●●●  
The first in a new series of Square's role play no dummies.

GT Interactive \$20 ●●●●●  
The first in a new series of Square's role play no dummies.

Sony CEA \$35 ●●●●●  
The first in a new series of Square's role play no dummies.



Sony CEA \$40 ●●●●●  
The first in a new series of Square's role play no dummies.

EA Sports \$40 ●●●●●  
The first in a new series of Square's role play no dummies.

...WEARS SPORTS-THEMED UNDERWEAR  
EA Sports \$30 ●●●●●  
The first in a new series of Square's role play no dummies.



EA Sports \$30 ●●●●●  
The first in a new series of Square's role play no dummies.

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**MATURE**  
**M**  
ESRB  
Animated Violence  
Animated Blood  
and Gore

LEVEL

 Dreamcast™

PlayStation.2



MODEL **UT-00**

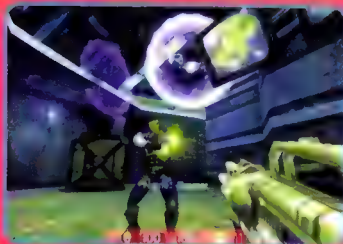
# HEAD BLOW'D OFF REPAIR KIT

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Limited  
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INCLUDED WITH STAPLE GUN

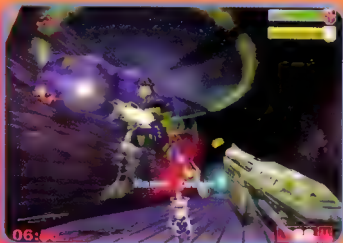
Unreal™ Tournament's fast and furious, single and multiplayer experience comes to life on PlayStation®2 computer entertainment system and Sega Dreamcast™. Lead your team of virtual teammates against the deadliest gladiators in the galaxy. Mind-blowing realistic 3D graphics. High-octane gameplay. Totally Unreal combat action. Just be sure not to lose your head.



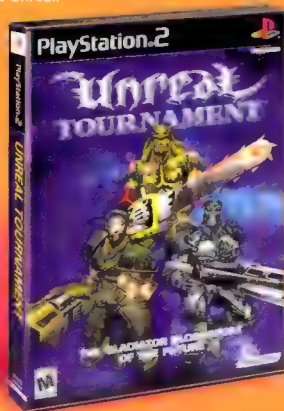
Get up close and personal in the first-person perspective with over 10 weapons of destruction! Screenshots are from the PlayStation®2 system.



Go online with up to 8 players on your Sega Dreamcast™, play 2- or 4-player split screen, or network 2 PlayStation®2's systems with i.LINK!™.



Experience dazzling graphics and a multitude of maps and weapons – all in a frame rate so fast it's Unreal.



# Quick HITS

## For the Comic Fan

## Holiday Movie Fix

## Appetite for Destruction

## Vehicular Combat

## Game-Show Games

## Puzzlers

## Only 1D Bucks!

## Prehistoric Fun

## Catch 'em All!

## Running From the Law

## Shoot Stuff



## NBA Live 2001

EA Sports, \$40 ●●●●

For the basketball fan, it doesn't get any better than the year's best NBA live. Like F.A.S. Madden franchise, it's game-real, about realism, but they haven't forgotten the pure fun of the game. It's nearly nothing but net.

## NFL Blitz 2001

Midway, \$30 ●●●●

This version of Blitz is definitely the best of the three. For this ultra arcade football, game is far from realistic, but the four-player action and unrepeatable intensity should appeal to sports fans anyway—and anyone else, to boot.

## NHL 2001

EA Sports, \$40 ●●●●

After being quiet with the previous edition, EA and EA GAMES finally got it just right with NHL 2001. The game calls to mind the glory of NHL 98, but it's more realistic, more fun, and more enjoyable.

## ...LIKES TO DRIVE REALLY, REALLY FAST

### Play in M-Rae Rally 2

Codemasters, \$30 ●●●●

It's—who'd-a-thought?—the greatest rally game ever to grace the PlayStation. The most important element for a game like this—the feel and handling of the cars—is absolutely perfect. Check out this month's Reviews for more info.

### Driver 2

Infogrames, \$40 ●●●●

This may not be a racing game, but its dead-on physics engine should appeal to any auto fan. It was hard for us to choose between this game and the original Driver, but we picked this for more realistic cities and two-player mode.

### Gran Turismo 2

Sony CEA, \$20 ●●●●

This is the ultimate game for anyone who likes to race. It's a real-life driving simulator that's fun to play, and it's got a lot of options for customization. It's a real-life driving simulator that's fun to play, and it's got a lot of options for customization.



### Need for Speed: High Stakes

Electronic Arts, \$25 ●●●●

This is the most polished and deep entry in the venerable Need for Speed series. With high stakes, a level of realism, and a great story, it gives the opportunity to drive like a madman, but with a few pending miscraints.

### Seduction

Electronic Arts, \$30 ●●●●

It's not a racing game, but it's remarkably fun to play. It's a real-life driving simulator that's fun to play, and it's got a lot of options for customization.

## ...JUST LIKES SHOOTING THINGS

### God Darius

THQ, \$35 ●●●●

Though we'd rather see it reviewed for the game it

is, any fan of side-scrolling shooters, it's apparently, well, perfect. You find it, grab it, otherwise check out the almost every-bit-as-good-to-Darius—just watch out for the h



### EA Games, \$40

●●●●

Whether for the PlayStation or Saving Private Ryan fans alike, this first-person shooter is a real gem. It's a real gem. It's a real gem.

...but this violence is only for the sake of history. It's a real gem. It's a real gem.

### GoldenEye

Activision, \$30 ●●●●

It's a real gem. It's a real gem. It's a real gem. It's a real gem. It's a real gem.

### Star Trek: Voyager

Activision, \$40 ●●●●

If you're not a Trek fan, you'd be amazed as well. It's a real gem. It's a real gem. It's a real gem.

### Twisted Metal

Sony CEA, \$20 N/A

This game of vehicular combat came out nearly a year ago, but it's still a real gem. It's a real gem. It's a real gem.

## ...LIKES TO SLEEP WITH THE LIGHTS ON

### Alien Resurrection

For, \$30 ●●●

Though this game wasn't rated as highly as most of the others in this guide, that's mainly because of the mediocre, but effectively, in terms of atmosphere. It's a real gem.

### Dino Crisis 2

Capcom, \$30 ●●●●

Dino Crisis 2 may actually be a better game (well, it's original is still scarier). You may not have found Jurassic Park to be a terrifying experience, but imagine actually living it. Would you want to go two out of three with a T-Rex?

### Square EA

Square EA, \$20 ●●●●

Though this may fall more under the heading of "creepy than fly ten feet, the game is a real gem. It's a real gem. It's a real gem.



### Resident Evil: Outbreak

Capcom, \$20 ●●●

This game got lower marks for a mix-up that made not an entire, it's a real gem. It's a real gem. It's a real gem.





The power of an immortal...  
 The soul of a human...  
 The heart of a hero.



# BLADE

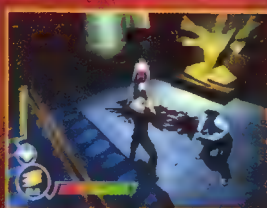
YOU'VE SEEN THE MOVIE — NOW LIVE THE LIFE OF THE IMMORTAL.



**Live the film**  
 Defeat vampires, zombies, cop collaborators, and more of the movie's netherworld.



**Ammo, baby!**  
 Eliminate evil using guns, knives, grenades, fists, feet... and of course, swords.



**Gothic 3-D locations**  
 Backdrops for battle include Chinatown, sewers and the Gothic City Museum.



HAL CORPORATION



www.marvel.com



www.activision.com



Animated  
 Blood and Gore  
 Animated Violence

Screenshots taken from PlayStation®2 game console gameplay. MARVEL and BLADE: TM & © 2000 Marvel Characters, Inc. All rights reserved. Published and distributed by Activision. Activision is a registered trademark of Activision, Inc. © 2000 Activision, Inc. Blade™ for PlayStation developed by Monolith. Monolith is a trademark of Monolith Ltd. Activision for Game Boy Color. Entertainment America Inc. and the PlayStation 2 logo are trademarks of Sony Computer Entertainment Inc. PlayStation and the PlayStation 2 logo are trademarks of Sony Computer Entertainment Inc. Blade™ for Game Boy Color developed by HAL Corporation. HAL Corporation is a trademark of HAL Corporation. Licensed by Monolith. Game Boy, Game Boy Color and the official Seal are trademarks of Nintendo of America Inc. © 1995, 1998 Nintendo of America Inc. This online game is a trademark of the International Brotherhood of Magicians. All rights reserved. All other trademarks and trade names are properties of their respective owners.



**S.T.U.K.**  
Konami, \$20 ●●●●●  
Now this is the stuff that nightmares are made of. This survival horror sequel is set in a town filled with deranged, creepy noises and shuffling victims. Monsters with knives will keep your skin pricking far into the night.

## ...IS STILL STUCK IN THE '80S

### Atari: Party Pack

Midway, \$20 ●●●●●

This collection of old-school games may be a bit hard to find, but it's worth a hunt-down for anyone who spent time in the '80s. In the Party Pack, Atari's classic smash TV Tuesday titles are finally available to make a great game.

### Asteroids

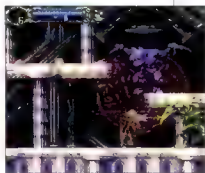
Activision, \$20 ●●●●●

Of the recent trend of re-activated games, Asteroids is a surprisingly decent update of a timeless classic. The game adds next-gen graphics and extra modes without sacrificing any of the simplicity and charm of the original title.

### Condemned: Sympathy for the Devil

Konami, \$20 ●●●●●

This well-themed game is one of the best games of 2007, while its surprising consistency to classic game-play dates back to the late '80s. But a huge quest and wonderful, updated 2D graphics make it as interesting today as it was 10 years ago.



### Namco Museum Vol. 2

Namco, \$20 ●●●●●

Ms. Pac-Man, Ga Axon, D.Q. Dug and Poo Post are some of the greatest arcade games of the '80s, all on one disc with enough supplemental material and game history to keep the fires of nostalgia burning. What's not to love?

### Pac-Man World

Namco, \$30 ●●●●●

Here's another surprisingly solid update to a classic game. In Pac-Man as he journeys through a beautiful 3D world in a simple yet deep platform adventure featuring all the elements of the original: ghosts, power pellets and all.

## ...WANTS TO RULE THE WORLD

### Command & Conquer: Red Alert II

Activision, \$20 ●●●●●

When it comes to decisions of grandeur, few games satisfy that megalomaniac urge quite like Command & Conquer. In which you guide humanity from the Stone Age to the Space Age and beyond. It's incredibly time-consuming, but equally rewarding.

### Command & Conquer: Red Alert

Electronic Arts, \$30 ●●●●●

This update to the game that started it all is the real deal. It's a strategy game that's as fun to play as it is to watch without losing sight of the tactical aspects. There's nothing wrong with a game that's just plain fun to play.

### Infogames: War

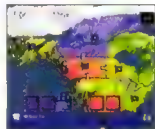
Infogames, \$35 ●●●●●

A truly unusual take on turn-based strategy. You control a squad of characters, each with their own personality, traits, and abilities. It's a strategy game that's as fun to play as it is to watch.

### Task

Hasbro Interactive, \$20 ●●●●●

It's a fun, fast-paced strategy game that's as fun to play as it is to watch. It's a strategy game that's as fun to play as it is to watch. It's a strategy game that's as fun to play as it is to watch.



### Warrior: Armageddon

Hasbro Interactive, \$35 ●●●●●

This is a fun, fast-paced strategy game that's as fun to play as it is to watch. It's a strategy game that's as fun to play as it is to watch. It's a strategy game that's as fun to play as it is to watch.

## ...JUST GOT A PS ONE

### Apocalypse

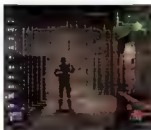
Sony CEA, \$20 ●●●●●

Considering all the games in this category as a package, this is a good one. It's a strategy game that's as fun to play as it is to watch. It's a strategy game that's as fun to play as it is to watch.

### Final Fantasy VIII

Square EA, \$20 ●●●●●

Almost any RPG fan can't deny this is the most realistic-looking Final Fantasy, and it's a great update to the original. It's a strategy game that's as fun to play as it is to watch. It's a strategy game that's as fun to play as it is to watch.



### Metal Gear Solid

Konami, \$20 ●●●●●

Metal Gear Solid is a great PS One game available to feature. It's a strategy game that's as fun to play as it is to watch. It's a strategy game that's as fun to play as it is to watch.

### Tekken 3

Namco, \$20 ●●●●●

Unless you're a 2D fighter fan, you'll recognize Tekken as the best fighting game on the PS One. It's a strategy game that's as fun to play as it is to watch. It's a strategy game that's as fun to play as it is to watch.

### Tony Hawk's Pro Skater

Activision, \$20 ●●●●●

This game, like its sequel, is a great game for skaters of any age. It's a strategy game that's as fun to play as it is to watch. It's a strategy game that's as fun to play as it is to watch.

# Snip-n-Shop CHECKLIST

## PS2

## RACING FIENDS

## MULTIPLAYER

## SHOOTERS

## TIME KILLERS

## FRIGHT-FESTS

## QUICK FIXES

## RETRO

## GAME SKEPTICS

## MEGALOMANIA

## PS One PRIMER

## SPINNY ZONES



# STREET FIGHTER EX3



Capcom's legendary fighting series heralds a new generation of games in Street Fighter EX3. Awe-inspiring realism and unbelievable graphics bring the world of Street Fighter to life in this amazing tag-team free-for-all. Choose from 16 characters to play 1-on-1, 2-on-1 and even 1-on-3 battles!



PlayStation 2

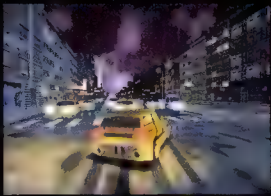


CAPCOM  
capcom.com



**You know the rules.**

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10 10A 11 11A 12 12A 13 13A 14 14A 15 15A 16 16A 17 17A 18 18A 19 19A 20 20A 21 21A 22 22A 23 23A 24 24A 25 25A 26 26A 27 27A 28 28A 29 29A 30 30A 31 31A 32 32A 33 33A 34 34A 35 35A 36 36A 37 37A 38 38A 39 39A 40 40A 41 41A 42 42A 43 43A 44 44A 45 45A 46 46A 47 47A 48 48A 49 49A 50 50A 51 51A 52 52A 53 53A 54 54A 55 55A 56 56A 57 57A 58 58A 59 59A 60 60A 61 61A 62 62A 63 63A 64 64A 65 65A 66 66A 67 67A 68 68A 69 69A 70 70A 71 71A 72 72A 73 73A 74 74A 75 75A 76 76A 77 77A 78 78A 79 79A 80 80A 81 81A 82 82A 83 83A 84 84A 85 85A 86 86A 87 87A 88 88A 89 89A 90 90A 91 91A 92 92A 93 93A 94 94A 95 95A 96 96A 97 97A 98 98A 99 99A 100 100A

# 湾岸 MIDNIGHT CLUB STREET RACING

PlayStation 2



"an amazing sense of reality...one of several must-haves for PS2 launch"  
- Gamer's Republic, Sept 2000

"an exhilarating experience, one that you'd expect to get from the latest Hollywood big budget chase scene. Rather than a console racing game"  
- Next Generation, June 2000

## There are no rules.

In secret gatherings around the world a mysterious group of urban street racers, known as the Midnight Club, race for pride, power and glory in sleekly customized, tricked-out sports cars. Speeding through crowded streets, running red lights, terrorizing pedestrians, driving on sidewalks and outrunning the cops are just the basics for the "Midnight Club".

Racing action in two accurately modeled cities on both sides of the Atlantic - New York and London!

17 different performance enhanced cars to race - concept prototypes, foreign sports cars, muscle cars and pickup trucks.

Play in a persistent world - with interactive traffic, pedestrians and law enforcement.

Win the pink slips of opposing players! Rise up through the ranks in the illicit world of the Midnight Club.

Winning cars are tuned up with equipment from street-racing specialists such as Dimmer, VeilSide, Zender, Neuspeed, Wings West and more...

[www.rockstargames.com/midnightclub](http://www.rockstargames.com/midnightclub)

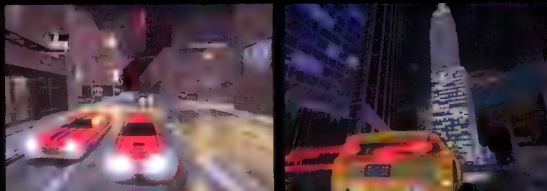
Cutting edge soundtrack from some of the world's leading techno/drum and bass artists - Dom and Roland, Derrick May and Surgeon



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UR 8789WV 00 10 00ROCKSTAR 8789WV 00 11 00004

# Clish MacLaver Gossip Gossip

**GOSSIP, RUMOR AND SCANDAL.  
GAMING'S BIGGEST SECRETS DUG UP  
AND SERVED WITH GRAVY**

I've been working the scene like a mad thing for the past month and I've managed to dig up all kinds of goodies. As ever, most of this stuff that no one is prepared to say "on the record," but I'm certain that all my information is accurate. There are some exciting things afoot—especially for PlayStation 2.



## SHAKE WON'T BE HANGING OUT WITH ZOE

It seems that those of you looking forward to the U.S. release of Z.O.E. because of the possible inclusion of a playable Meta Gear Solid 2 demo are going to be disappointed. I can't confirm this absolutely and positively, but while swigging back some ales with my Konami spy, there was some talk of how the recent FTC report had helped change the whole strategy on this front. The demo will still be on the Japanese version of the game I understand, but because Z.O.E. is likely to be rated "T" here in the States, the team doesn't want to include a demo of an M-rated game. Why not just do some kind of demo that's been tailored for a "T" market, then? In the movies, we get trailers for R-rated films that have been edited for content, so what would be the difference? Such are the joys of being constantly scrutinized, I guess.

## SYPHON FILTER

...was hanging out with the guy who writes *Quartermann* for *Electronic Gaming Monthly* at a party the other week and we stumbled into a heated conversation that concerned the fates of a number of well-known franchises. It seems the thrd Syphon Filter is the center of some considerable debate at the moment, as the team decides which direction to take it. There's some pres-

sure to try to outdo Metal Gear one and for all. New development boss Shuhei Yoshida seems to have a very different attitude to getting games out, and it appears that we will no longer see the same old crap dumped into stores every year. Syphon Filter is being treated with such care and attention that it will not be out for at least another year, and it almost certainly won't be called Syphon Filter 3.

In an attempt to revitalize the game, you can expect Sony to go with a subtle title like they have with *Twisted Metal: Black*.

## WARHAWK???

Same party same conversation—but here, this is so significant had to quote it to you as a separate story. Absolutely no one we talked to, trapped or pinned down will go on the record and admit there's a new Warhawk game in development. Sony reps claim

that the only reason it's being rumored is because it was listed in a presentation at a press event as being something planned by the guys who are now working on *Twisted Metal: Black*. My drunken friends indicated otherwise though and were enthusiastic about the opportunity the game would enjoy on PS2. I guess this doesn't necessarily mean that it is happening, but at least there's a possibility.

## MEDAL OF HONOR CONTINUES ON PS2

Medal of Honor Underground will almost certainly be the last game we see in the series on PS one. The next release will very likely be a PC version of *Underground* followed next year by a completely new game developed specifically for PS2. My contacts at EA and DreamWorks are hinting that the new game will be much closer to Spielberg's original brief than any of the others. While it maintains the bigger picture elements of previous games, the

series, a bunch of different stories that all intertwine, we can almost certainly expect some spectacular action sequences to go along with all that sneaking about. Although not particularly publicized at the time, DreamWorks' original idea for Medal of Honor was that it would be the video game tie-in with *Saving Private Ryan*.

While we've never actually seen a game of the movie, there are rumors that characters such as Tom Hanks' Captain John Miller, Matt Damon's James Ryan and even Giovanni Ribisi's *W.W. Wade* will make some kind of appearance in future games. These actors might not necessarily provide the voices, but the Medal of Honor storyline is rumored to acknowledge the events of the movie and will incorporate the timeline into its own.

## WHAT'S ALL THIS CRAP ABOUT SEGA DOING PS2 GAMES?

So are they or aren't they? Rumors are flying around left, right and center, and no matter whom we ask, no one seems prepared to give us a straight answer. For the longest time it looked as if Sega had struck a deal with Activision to help port some of the bigger franchises to PS2. Crazy Taxi is allegedly kicking around in playable form at one of Activision's studios. Now that Sega has made its announcements about becoming a network game provider, though, it appears that things have changed. Although still refusing to acknowledge that the Dreamcast's days are numbered, the gaming giant has acknowledged that its games brands are stronger than its system, and that it needs to think differently if it's

going to make lots of money. Sega has already struck a deal with Nintendo to do Game Boy games, and this looks likely to expand into Gamecube stuff later. We've also heard that a number of big franchise games are heading to Xbox.

So what about PS2? If Sega really is all about making money now, and it's serious about wanting to be more of a software publisher, it would be foolish to ignore the system. I'll keep digging and bring you more news next month. Keep your fingers crossed that goodies like *18 Wheeler* are coming our way soon.

## GRAN TURISMO TEAM THINKING ABOUT DOING A ROLE-PLAYING GAME?

I'm sure Yamauchi-san would argue that Gran Turismo is evolving into something of a role-playing game of sorts any way, but he's also hinted lately that he's keen to build a team at Polyphony that will work on a traditional (for want of a better word) RPG that really pushes the PS2. No word on what the subject matter will be, but I'll keep you posted.

## TEKKEN 4 2001

Since the Japanese release of *Tekken Tag Tournament*, the team at Namco has been working on an entirely new episode in the series that I've heard is going to be very different from previous games. While all episodes thus far have had their roots firmly in 2D gameplay, the new game will be much more of a 3D affair—possibly taking the mechanics of *Soul Calibur* (our Dreamcast) a step further. Expect to see it late next year. Exciting, huh?



## Rumor Mill

It looks like Activision is restructuring at the moment, resulting in a more apparent focus on core brands like *Tony Hawk*, the *Marvel* stuff and *Star Trek*. What does this mean? Expect to see games like *Gunslinger* offloaded to other publishers, or maybe even canned altogether. • Speaking of which, expect *Tony Hawk's Pro Skater 3* on PS2 before November 2001 • *SSX2* is already in preproduction • *Summoner 2* is a distinct possibility. The first game is already a huge hit, despite some major problems. Let's hope the sequel fixes the technical issues—and injects a modicum of humor into the proceedings. • As mentioned last month, a sequel to *Smuggler's Run* looks likely within a year. Let's hope it's not as ludicrously difficult! • *Driver 3* is PS2 bound. We've heard that tech demos have already been worked up, and a degree of development has been done alongside production of *Driver 2* just to see how far the team can push the machine. Expect to see it in 2002.

# CARRIER: The Next Mutation

(Game name may change)



**COMING  
FEBRUARY 2001**

USA  
225 Larkin Drive  
Unit 4  
Wheeling, IL 60090

Re: Carrier: The Next Mutation ad copy

The following is the advertisement copy for our new game, Carrier: The Next Mutation. The game will be published on the PlayStation2 computer entertainment system.

Carrier: The Next Mutation is the [redacted] awesome game on the planet. [redacted] it's got it all!

Checks with [redacted] Guys with [redacted] Action! [redacted] Bombs! [redacted] Blood! Guts!  
Gore! [redacted] Destruction! [redacted] Rock n-Roll! All that really [redacted] stuff that makes kids  
through the [redacted] and parents pinch [redacted] tighter than [redacted] Getting  
[redacted] explosions and [redacted] monsters on this ship  
[redacted] during Desert Storm.

Carrier: The Next Mutation has the [redacted] awesome, god-[redacted] scariest, [redacted] plant  
monsters and, of course, the [redacted] king of bad [redacted] - MORPH! This huge [redacted] plant  
named MORPH is just waiting to get you [redacted] and infect you! MORPH! is the baddest  
[redacted] Were not talking [redacted] off philodendron  
[redacted] Best to play  
here. This plant is so [redacted] think a weed could [redacted] anyway  
this game on an empty stomach! Your momma's cookin' [redacted]

In Carrier: The Next Mutation you go through this [redacted] aircraft carrier  
trying to reach the engine room without getting [redacted] infected by MORPH or  
your head [redacted] off and [redacted] MORPH! and his band of [redacted]  
[redacted] now. You can't [redacted] your friends or crew mates any farther than you can [redacted] a rock.

Sure you got a [redacted] gun to blow this [redacted] MORPH! away. Your gonna  
need help. [redacted] But who [redacted] Who is still alive and who is [redacted] bat.

Thank you for taking the time to review my copy. We know that Carrier: The Next Mutation will be a  
[redacted] must have for all gamers.

Sincerely,  
*Ken Graiz*  
Ken Graiz

## WARNING!

We wanted to tell you all  
about our cool new game:  
Carrier: The Next Mutation

Well . . .

Our ad agency said you  
can't say those kinds of  
things, so this is it.

Buy our game. Filling in  
the blanks will never be  
this much fun again.

PlayStation 2



225 Larkin Drive, Unit 4  
Wheeling, IL 60090 847.215.1811  
www.jaleco.com

## LARA IN TV SHOW

Those of you who were a big fan of early Lara Croft model Rhona Mitra will be pleased to learn that you'll be able to turn on the TV every Wednesday night and see her in a white doctor's coat. As Dr. Ollie Klein, she has a major role in the new ABC drama *Gideon's Crossing*. Big fans will remember her as Holly the nurse in *Party of Five* and may also have seen her in *Get Carter* or *Hollow Man* earlier this year.

[www.abc.go.com/primetime/gideonscrossing](http://www.abc.go.com/primetime/gideonscrossing)

## BUFFY CHANGES CHANNEL

ABC denied to E! Online that it is eyeing The WB's hit series *Buffy the Vampire Slayer*, despite rumors that the show might switch networks once the contract expires between The WB and Buffy production studio Fox. Rumors abound that a series of Buffy movies are in the works. All has been denied so far, but it seems likely that the show will follow the usual progression that other successful genre shows have displayed by shifting to a big, glibzy movie series.

[www.eonline.com](http://www.eonline.com)

## CLEESE SPOOKS POTTER

The Dark Horizons Web site reported that English funnyman John Cleese will play Nick the Nearly Headless Ghost in the upcoming feature-film version of *Harry Potter and the Sorcerer's Stone*.

[www.darkhorizons.com](http://www.darkhorizons.com)

## JEDI FILES

The *X-Files*: David Duchovny said George Lucas asked him to be in *Star Wars: Episode III*, but that he hasn't committed, SciFi Wire reported. Why wouldn't he commit?

[www.scifi.com](http://www.scifi.com)

## MONTHLY MATRIX UPDATE

Jada Pinkett Smith is in talks to appear in the two *Matrix* sequels, playing the rumored character Niobi, Morpheus' love interest, according to *The Hollywood Reporter*. The first sequel, *The Matrix 2*, is slated to begin production in March. *The Matrix 3* will begin production immediately after *Matrix 2* wraps.

In other *Matrix* news, we've learned that the special effects team is working very hard to ensure that the new movie will be as visually unique as the original. We were lucky enough to get some time with one of the effects guys on the movie, who commented that many of the effects pioneered in the first film are now seen everywhere (see *Charlie's Angels* and any number of sci-fi TV shows premiered this fall). We'll probably still see "bullet time" and the fancy spinny-camera effects, along with new variations on the wire-controlled fight scenes.

[www.hollywoodreporter.com](http://www.hollywoodreporter.com)

## DEATH ON THE BIG SCREEN?

Fans of Neil Gaiman's Sandman series and the spinoff graphic novel, *Death: The High Cost of Living*, will be glad to hear that the writer has been working on a new script for a *Death* film. According to SFX Online, while doing a public reading of his works in New York, Gaiman is

reported to have revealed that he's been working on another script based on his *Death* character. Back in April, IGN.com reported on a rumor that Gaiman was not only writing the film, but he was also set to direct it. Since then, though, it's been very quiet. Given Hollywood's renewed mania for comic-book properties right now, it isn't at all surprising to hear the project is in the works again.

[www.sfx.co.uk](http://www.sfx.co.uk)

[www.ign.com](http://www.ign.com)

## FURY IN IRON MAN

It may well be that there's another good reason why Fox's Nick Fury series pilot hasn't been picked up. According to *Entertainment Weekly*, unnamed sources at New Line revealed that the coming Iron Man movie will also include an appearance by Nick Fury. Furthermore, in keeping with the character's spy-like persona, the movie's concept is said to be "in the vein of James Bond/Jack Ryan, only with a superhero in the center."

[www.ew.com](http://www.ew.com)

## SPAWN TO RETURN AT LAST

While participating in an online chat for the TBS cable network, *Spawn* creator Todd McFarlane revealed what's up with that sequel to *Spawn*. According to the Comics Continuum, McFarlane explained, "right now the rights revert back to me on Nov. 6, and I've got three studios waiting for me to come in the door and tell them it's legally back in my possession." When asked if he thought the first film had been a commercial success, McFarlane answered, "It wasn't a failure by any stretch and wasn't a mega-hit, but considering that we didn't have any A-list actors in the movie, it was one of the better-grossing movies that didn't have a big name in it. If it had done better, then the sequel would probably already be in the works."

[www.comicscontinuum.com](http://www.comicscontinuum.com)

## SAVAGE SPIDEY

It looks like the role that Randy "Macho Man" Savage may be playing in the *Spider-Man* movie has been revealed. According to 4W-Wrestling, Savage will take on the role of Crusher Hogan, the man *Spider-Man* first fights in a wrestling ring challenge for a \$100 winning pot.

[www.4wrestling.com](http://www.4wrestling.com)

## FEAR EFFECT MOVIE?

Rumor has it that the relationship between Eidos and Paramount Pictures could run deeper. Producers on the *Lara* flick are apparently all big games fans and are already looking to explore other potential crossovers. It seems that the *Fear Effect* series has already piqued their attention—so much so that game-related paraphernalia was scattered around the team's offices.

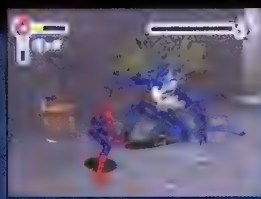


photography by Steve Sands Corbis/Outline



"...the best superhero  
game ever..."

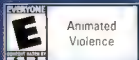
OPM  
August 2000



# SPIDER-MAN

YOU DON'T JUST PLAY IT... YOU LIVE IT

www.activision.com



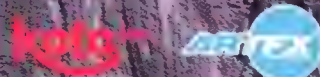
Screen shots taken from PlayStation® game console gameplays. MARVEL and SPIDER-MAN: The Art of Game Design are trademarks of Activision, Inc. All rights reserved. Published and distributed by Activision, Inc. © 2000. Activision, Inc. is a trademark of Activision, Inc. All other trademarks and registered trademarks are the property of their respective owners. Game Boy Color is a trademark of Nintendo of America, Inc. © 1998, 1999 Nintendo of America, Inc. The image logo is a trademark of the Nintendo Game Boy Color. All other trademarks and registered trademarks are the property of their respective owners.

# An invitation to Mars isn't an honor...

The newest addition to the *Armored Core* series allows you to go head-to-head in relentless battles using an endless combination of parts. Never before have you been given so many options for configuring your AC unit for non-stop action - especially with graphics that dazzle the imagination. Choose between solo missions or vs. friends in 2-player split screen or linked combat sorties.



Amazingly detailed ARMORED CORE 2 action figures will be available soon at Comic Book and Specialty stores everywhere. Call 1-888-COMIC-BOOK or go online at <http://csls.diamondcomics.com> to find the store nearest you.



For more information on the Armored Core 2 action figures, visit [www.anip-kotobukiya.com](http://www.anip-kotobukiya.com)

# ...it's a death sentence.

- More than 250 customizable parts available – featuring Interior Equipment & Extension Packs.
- Enter all new Arenas to challenge over 45 menacing AC's.
- Over-Boost Propulsion generates lightning speed for AC units.
- More than 35 Single-Player Missions and T3 VS. Battle Stages.

## "Mech combat at its finest"

- PSM 100% Independent PlayStation Magazine



Enhanced propulsion technology



Customize your A.C. for maximum damage



Destroy!!!



Challenge a friend in 2-player split-screen action

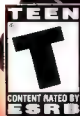


Wield an energy blade in close-quarters combat



Replays highlight your destructive kills

FROM SOFTWARE



# SOLID SNAKE IS THE WINNER!

# PS2 SURVIVOR

The final tiki torches have been doused, leaving just enough time for the Survivors to get their holiday shopping started. We'd like to say this one went to the wire, but that's not the case. Of the four remaining Survivors, Solid Snake snagged over 70 percent of the popular vote, winning Florida's 25 electoral college votes in the process! We leave you with the calamity of the island's final month, the name of our grand-prize winner, and the knowledge that you've chosen a proud and capable victor to shoulder the enormous weight of the PS2 for years to come.



Each member was allowed to see a tape of their family from home. Spider-Man got a news report from Mr. Jamison, revealing a true and terrible secret: Spider-Man's identity revealed! According to the report, the skater known as Tony Hawk is actually the web slinger... (Those jumps in THPS2 were too much, Tony!)

**Dominic Prévost**  
liquidzombie@hotmail.com

Crash Bandicoot eats too much food and knocks into the Tasmanian Devil. Crash is an obvious weak link in the chain of the island team.

**Jeffrey Lewis**  
jettrey\_lewis@hotmail.com

Solid Snake survives on the PS2 because he is a badass espionage tactical warfare machine capable of destroying a tank with his bare hands.

**Jay Blann**

Snake built a full-scale replica of the Taj Mahal using nothing more than cardboard boxes, solving the need for shelter.

**Arc Nova**

One day Spider-Man thought it would be funny to steal Lara's sports bra. When Solid Snake saw the ample towers, he thought they would make for good target practice...and shot.

**Keaton Wheeler**  
keatonwheeler@hotmail.com

Lara Croft's hair was lit on fire, but thankfully Snake smothered it by spitting a huge loogie on it. Feeling sorry for her, Spider-Man made Lara a wig out of web.

**Matt Wilhelm**  
fpwilhelm@aol.com

An immunity challenge: Hundreds of monkeys have been let loose on the island, and the contestants must catch them. Inexplicably, every monkey has a flashing light surgically attached to its head as part of some weird simian-cyborg experiment. Sneaking around and bagging monkeys is right up Snake's alley. He wins easily. Snake wins a night on a yacht, complete with a meal and massage. In addition, Snake gets to invite one of his fellow contestants for breakfast. Lara fully expects Snake to choose her. But, he chooses Crash, opting for bandicoot before beauty.

Another immunity challenge is a chance contest that Spider-Man wins with arachnid-like agility. For his efforts, he gets a

phone call home. His conversation with a woman identified by the initials "M." was short but sweet. The phone call enabled Spider-Man to find out that Tobey Maguire had been cast as his alter-ego in the upcoming Spider-Man film from Sony Pictures. "Of course, I'll be doing my own stunts, and I do get a producer credit on the movie, so I'm very happy with the decision," he told the other contestants. Lara makes fun of him, saying it was because he couldn't act his way out of a paper bag.

**Jonathan Petersen**  
jcpetersen@home.com

In the moment everyone was waiting for, Lara went through with her promise to sunbathe nude. In what turned out to be a bad move for the wall crawler, he said, "Insert stupid Parker comment here!" causing all the remaining survivors to do an audible sigh that would make Al Gore jealous.

**petra@topener.net**

I voted for Crash. Why? I'm voting alphabetically.

**Tyler Derricot**  
t\_derricot@hotmail.com

Snake was going to win from the beginning. It's a no-brainer! He's got it all, and Kojima is a God among mortals!

**Bob Wichard**  
bobw@walshgroup.com



So, the winner of the OPM Survivor Grand Prize is (drum roll, please)...

**JONATHAN PETERSEN**  
of Union, NJ. Congrats!



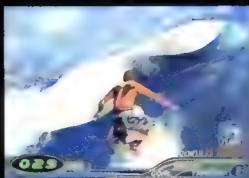
Illustration by Michelle Sawyer

PlayStation 2

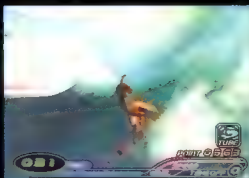
# SURFING H3O



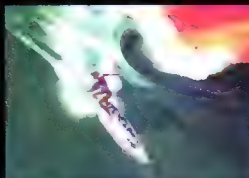
SOUNDTRACK COURTESY OF



*Next generation wave modeling physics*



*6 epic waves to master*



*11 playable characters each with unique abilities*



*Over a dozen aerial tricks can be linked for unlimited combos!*

[WWW.ROCKSTARGAMES.COM/SURFINGH3O](http://WWW.ROCKSTARGAMES.COM/SURFINGH3O)



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ASCII



PHOTO BY TOM SERVAIS



TWO WARRING NATIONS...

A MISSING PRINCESS...

# BREATH OF FIRE IV

AN EPIC QUEST FOR PEACE

After centuries of war, the two lands bordering an impenetrable swampland have finally reached an armistice. Mysteriously, the noble princess Elena disappears somewhere near the war-ravaged front lines. Distraught, her sister Nina goes in search of the Princess alone and on her journey, meets a mysterious, young warrior named Ryu. Their destinies soon entwine. The next chapter in the epic tale of magic and mystery now unfolds. The fate of what lies ahead rests in your control.

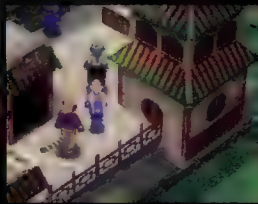


"VISUALLY  
BREATHTAKING!"

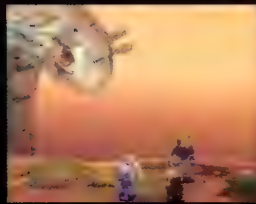
*—Game Pro Magazine*



Two epic intertwining storylines—Follow the fates of Ryu and Fou-Lu—a classic RPG adventure.



Choose your allies well. Gain experience and master the skills needed to survive in this epic 3-D world.



Release the dragon within...master those 200 spells to learn and master.



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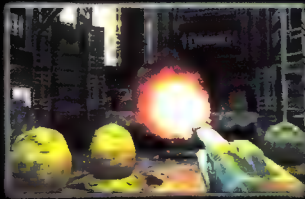
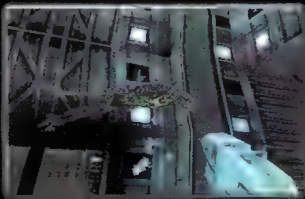
DON'T BE AFRAID OF  
THE DARK.

BE AFRAID OF  
WHAT'S IN IT.

"Alien Resurrection is the most technically  
superb game available on the PlayStation"  
*PSExtreme*

"Compelling gameplay and genuine tension set  
Alien Resurrection above all other FPS games."  
*Gamers Republic*

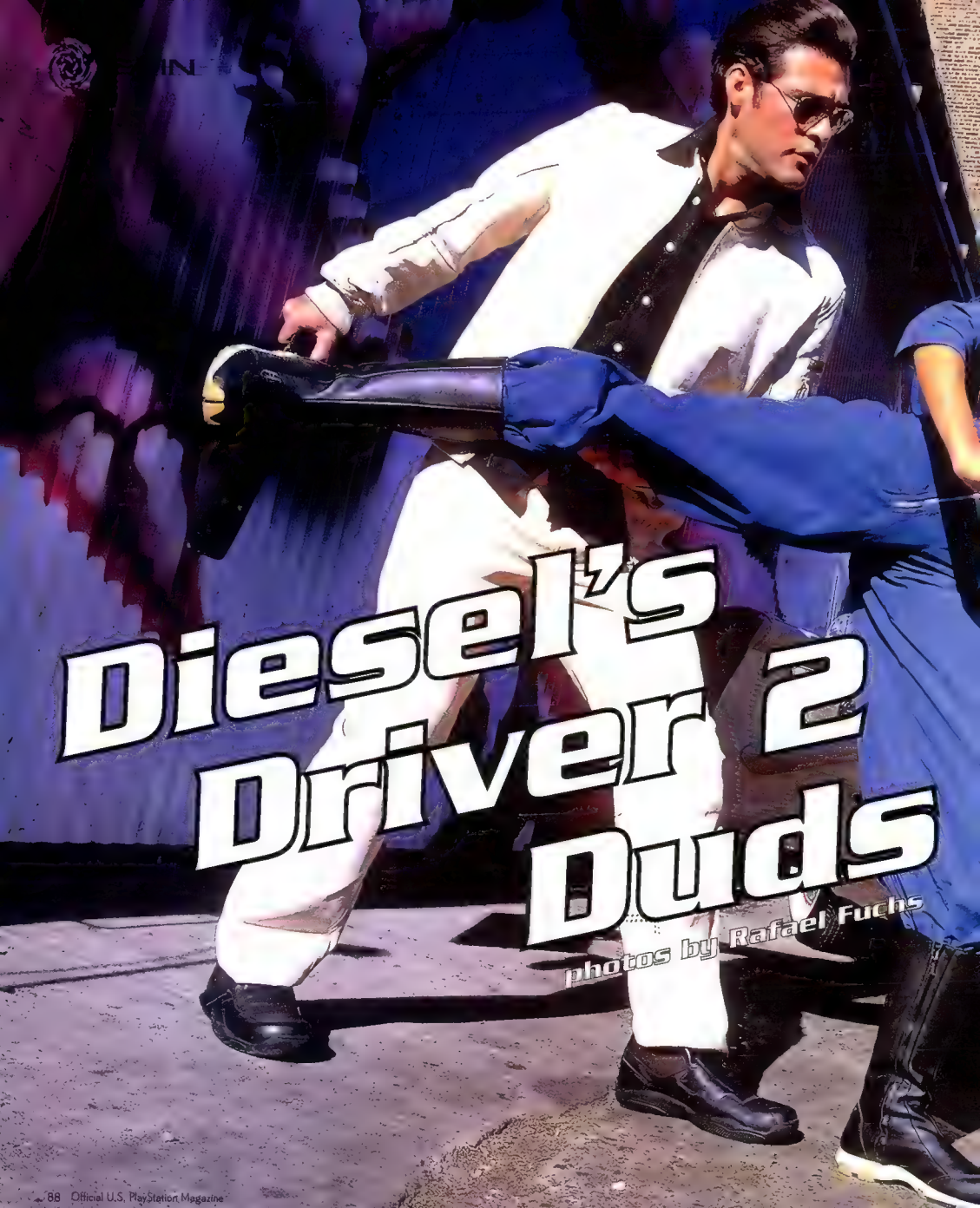
# ALIEN RESURRECTION



[WWW.FOXINTERACTIVE.COM](http://WWW.FOXINTERACTIVE.COM)



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# Diesel's Driver 2 Duds

photos by *Rafaël Fuchs*



**On her:** *New Kim Bis* denim-style leather jacket-\$299; *Laida* stretch cotton T-shirt-\$89; *Fanker* "one-wash" dark denim boot-cut jeans-\$99; *Mila* white leather boots-\$80

**On dude in the middle:** *Plasma-Flux* orange-tinted frameless visors-\$120; *Yelas* "DIT" dark denim blazer-\$199; *Truupy* ribbed cotton V-neck T-shirt-\$45; *Canopy* "DIT" dark denim pants-\$129; *Loafer* Brown suede loafers-\$110

**On guy on the right:** *Express* mirrored aviator sunglasses-\$120; *Bartino* leather shirt jacket-\$329; *Itotso* ribbed three-quarter-sleeve T-shirt sweater-\$69; *Seels* antique dirty-denim work wear jeans-\$125; *Enduro* black leather shoes-\$90





**On her:** *Kimb* three-quarter-sleeve dirty cotton twill jacket-\$139  
*Whyx* sheer slip dress-\$155, *Mila* white leather boots-\$80

**On him:** *Plasma-Flux* grey-tinted frameless visors-\$120,  
*Hereumbre* Kelly green fine-ribbed sweater vest-\$79; *Canopy*  
grey crushed-denim pants-\$119; *Enduro* black leather shoes-\$90

All items available at select Diesel stores nationwide  
For Diesel store locations and retailers nationwide call  
1-877-4-DIESEL or visit [www.diesel.com](http://www.diesel.com)



# moto Racer™ WORLD TOUR



Hide, Rack, and Fly!

Get big air and pull off sick stunts as you go for the checkered flag. Complete with real bike physics and real race strategies, you can test your riding skills in all the different disciplines of motorcycle racing. From supercross to motocross, from freestyle to traffic, Moto Racer World Tour's simulation of the bike's handling makes for the most realistic riding experience. Take turns just right, and it's like peanut butter to the roof of your mouth. Pull up lame, and the only trophy you're going home with is a bad case of road rash.

All The Real Tracks All The Real Tracks  
And All The Real Wrecks

Rev up the throttle and tear it up on 18 of the world's most famous circuits including Suzuka, the Stade de France and Britain's Isle of Man.

Choose and even customize any of the 34 different motorcycles available. Fitted with independent front and rear suspension for the truest riding sensation, you'll get a real feel for the track, especially when you meet it face first.

You have total control of the bike, even when it's airborne, so you can pull off all the nasty tricks from can-cans to superman. And TV quality replays of the race will prove who's tame and who's insane. Once you get it in gear, compete in different championship seasons and you'll open up new hidden levels if you win.

With such careful attention to detail, falls and collisions are painfully accurate. It's so life-like, you can practically taste the mud.

# HANG ON FOR DEAR LIFE.

So Real,  
It Almost  
Hurts.



IN STORES NOVEMBER 2000



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MOTIA









Get your kicks with Shellie.



Danger on the high seas.

Things are heating up. Celebrate the Year of the Dragon with Spyro as he joins forces with four new playable critters. Blaze through bigger worlds. Drive tanks, sube, speedboats, even launch rockets. Duke it out in the boxing ring or pull off sick tricks on your skateboard. Keep cool. It doesn't get any hotter than this.

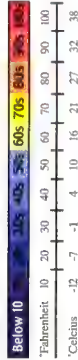


# Weather

Today's temperatures and forecasts across the nation.

c cloudy sf snow/furries sn snow  
 pc partly cloudy sh showers t thunderstorms  
 r rain s sun hwh high winds

Fahrenheit



## What are we going to do with all this snow?

A better question is, what aren't you going to do? Grab your snowboard and fly down the slopes. Get ozone-high air out of the half-pipe. Tweak the laws of gravity. The possibilities are wide open. As is every available lift in North America.

## Ask the Weatherman

Send your questions to: Weather Editor  
 Doug Miksi, [doug@w.ebnetrib.com](mailto:doug@w.ebnetrib.com).  
 Or write to: Ask the Weatherman/  
 TRIBUNE, 1200 White Ave., Kirkston,  
 VA 22329



<b>Atlanta</b> Snow 33/15 Tuesday: Snow 33/15 Wednesday: Snow 33/15	<b>Baltimore</b> Snow 31/15 Tuesday: Snow 42/31 Wednesday: Snow 41/35	<b>Charlottesville</b> Snow 22/12 Tuesday: Snow 20/18 Wednesday: Snow 20/8	<b>Chicago</b> Snow 30/15 Tuesday: Snow 20/18 Wednesday: Snow 22/5	<b>Cleveland</b> Snow 34/29 Tuesday: Snow 27/18 Wednesday: Snow 25/11	<b>Denver</b> Snow 21/5 Tuesday: Snow 30/18 Wednesday: Snow 34/22	<b>Houston</b> Snow 35/25 Tuesday: Snow 42/32 Wednesday: Snow 44/31	<b>Kansas City</b> Snow 34/29 Tuesday: Snow 33/20 Wednesday: Snow 38/12	<b>Los Angeles</b> Snow 35/30 Tuesday: Snow 40/22 Wednesday: Snow 44/31
Sol: Icy	Sol: Fresh Powder	Sol: Icy	Sol: Fresh Powder	Sol: Hard Pack	Sol: Fresh Powder	Sol: Fresh Powder	Sol: Fresh Powder	Sol: Fresh Powder

<b>Northville</b>	<b>Snow</b> 32/29 <b>Tuesday:</b> Snow 28/17 <b>Wednesday:</b> Snow 24/16	SQI: Hard Pack
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<b>New York</b>	<b>Snow</b> 31/22 <b>Tuesday:</b> Snow 35/25 <b>Wednesday:</b> Snow 34/20	SQI: Fresh Powder
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<b>Philmont/John</b>	<b>Snow</b> 34/25 <b>Tuesday:</b> Snow 30/25 <b>Wednesday:</b> Snow 33/25	SQI: Hard Pack
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<b>Snow</b> 20/18 <b>Tuesday:</b> Snow 32/15 <b>Wednesday:</b> Snow 32/14	SQI: Fresh Powder
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<b>Devils</b>	<b>Snow</b> 30/8 <b>Tuesday:</b> Snow 25/12 <b>Wednesday:</b> Snow 26/12	SQI: Ice
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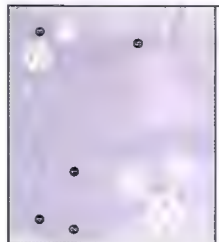
<b>Salt Lake City</b>	<b>Snow</b> 32/10 <b>Tuesday:</b> Snow 27/18 <b>Wednesday:</b> Snow 24/14	SQI: Fresh Powder
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<b>Snow</b> 20/2 <b>Tuesday:</b> Snow 19/4 <b>Wednesday:</b> Snow 17/2	SQI: Hard Pack
--	----------------

<b>St. Louis</b>	<b>Snow</b> 30/18 <b>Tuesday:</b> Snow 26/16 <b>Wednesday:</b> Snow 24/12	SQI: Fresh Powder
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<b>Tampa</b>	<b>Snow</b> 30/12 <b>Tuesday:</b> Snow 20/2 <b>Wednesday:</b> Snow 24/6	SQI: Hard Pack
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<b>Washington D.C.</b>	<b>Snow</b> 30/22 <b>Tuesday:</b> Snow 33/15 <b>Wednesday:</b> Snow 28/2	SQI: Fresh Powder
------------------------	--	-------------------



**HIGHEST SNOWFALL AMOUNTS  
LAST 24 HOURS**

1. ASPEN, CO 114"
2. SIERRA AT TAHOE, CA 108"
3. STRATTON, VT 97"
4. MT. HOOD, OR 91"
5. PALM BEACH, FL 80"

**Weekend sports weather**

Blizzards in the Pacific Northwest could hamper snowboarders Kevin Jones and Tara Dakides as they defend their titles at the Mt. Hood Pro Invitational... For the third straight week, football stadium attendance will be significantly lower due to heavy snow... Record crowds should continue at mountain resorts nationwide.



Dakides

**TODAY'S SNOW QUALITY INDEX (SQI)**

**Powder:** A perfect time to use a sick day.

**Hard Pack:** A prime opportunity to work on your half-pipe prowess.

**Ice:** A bad day riding still beats a great day working.



Friday



Saturday



Sunday

**Today through Sunday outlook:** Mostly awesome amounts of up-to-your-ears fresh powder. East, west, north, south and everywhere in between. No end in sight. Is your board waxed?

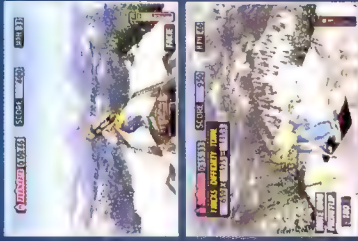
**Hey, anything's possible.**

The forecast calls for whatever you suck little mind can imagine. From falling snow to insanely realistic motion captures, we put you on the mountain. Break out gravity-defying tricks and grab in over 20 huge, obstacle-laden courses. Street sleigh powder with 10 top pros, including Todd Richards, Kevin Jones, Barrett Chisley and Tara Dakides. Six killer events, including a wicked Pro Challenge Mode. The weather gods have spoken. Get out and work it up!



**CoolBoarders 2001**

LIVE IT UP



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NEVER COMING TO A THEATRE NEAR YOU.



[www.thelegendofdragon.com](http://www.thelegendofdragon.com)

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WHAT A WASTE  
OF A PERFECTLY  
GOOD RAIL.

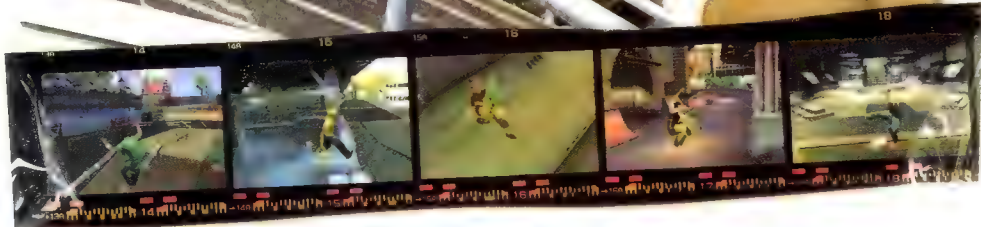


# grind G session

IT'S A FREE WORLD. SKATE IT.



Defy gravity and the occasional city ordinance in eight insane locations, including true Vans Triple Crown of Skateboarding events. Dominate the streets and leave the weak behind with six top pros: Ed Templeton, John Cardiel, Cara-Beth Burnside, Willy Santos, Filgen and Daewon Song. Featuring hundreds of impossible tricks, combinations and potential bone-crushing slams. And, just as many ways to trash your buddy's ego. Your ride is here. See how sick you can get.





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### Coming Soon

<b>December</b>		
Army Men: A 1 Attack 2	3DO	Action
Army Men: Sarge's Heroes 2	3DO	Action
Carrier Mangled	Jaleco	Adventure
Disney's Donald Duck GG	Ubisoft	Action
MDK2: Armageddon	Interplay	Action
NBA Live 2001	EA Sports	Sports
Oni	Rockstar	Adventure
Rayman 2: Revolution	Ubisoft	Soft
Star Wars: Starfighter	LucasArts	Action
Theme Park Roller Coaster	EA Games	Simulation
Warriors of Might and Magic	3DO	Adventure
<b>January</b>		
Age of Empires II	Konami	Strategy
The Bourne	Square EA	Action
Dark Angel: Vampire Apocalypse	Midwest3D	Action
Driving Emotion Type-S	Square EA	Racing
ESPN NBA 2Night	Konami	Sports
ESPN NFL Primetime	Konami	Sports
Formula 1 2000	EA Sports	Racing
GO	Sony CEA	Action
NBA Hoopz	Midway	Sports
NBA Live 2001	EA Sports	Sports
Oni	Rockstar	Adventure
Stunt GP	Infogrames	Racing
<b>February</b>		
ATV Off Road	Sony CEA	Racing
Eden	Edios	Adventure
F1 Racing Championship	Ubisoft	Racing
Gran Turismo 3	Sony CEA	Racing
Kengo: Master of Bushido	Crave	Fighting
Knockout Kings 2001	EA Sports	Sports
Onimusha: Warlords	Capcom	Adventure
Star Wars: Super Bombad Racing	LucasArts	Racing
Tiger Woods PGA Tour 2001	EA Sports	Sports
<b>March</b>		
Dark Cloud	Sony CEA	Adventure
Disney's Dinosaur	Ubisoft	Action
Gauntlet: Dark Legacy	Midway	Action
Gunslinger	Accession	Adventure
Sled Storm 2	EA Games	Racing
The World Is Not Enough	EA Games	Shooter
<b>Other Q1 2001 Releases</b>		
4x4 Evolution	G.O.D.	Racing
All Star Baseball 2002	Acclaim	Sports
Disney's Jungle Book KnG	Ubisoft	Dancing
Fur Fighters	Acclaim	Action
High Heat Baseball 2002	3DO	Sports
Legend of Kama: Soul Rover 2	Edios	Adventure
Legend of Excalibur	Midway	Strategy
Portal Runner	3DO	Action
Ultimate Fighting Championship	Crave	Fighting
WDL: War Jetz	3DO	Action

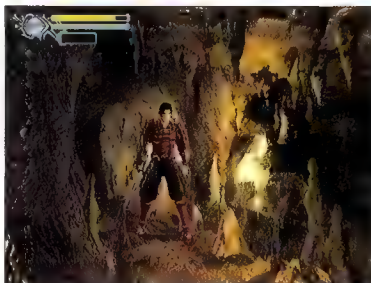
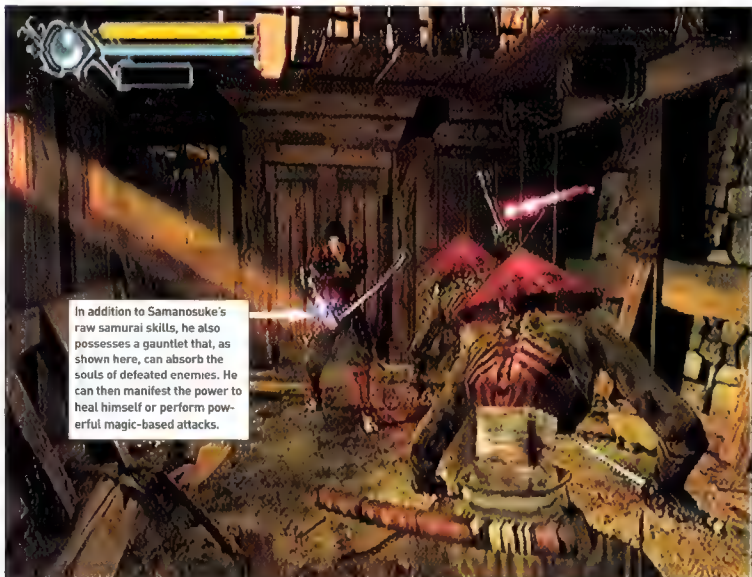
## Onimusha: Warlords

### The Resident Evil style heads to medieval Japan

Some gamers have voiced disappointment that the first PS2 Resident Evil-style release from Capcom is a PC game. But now, the publisher has announced that the first PS2 Resident Evil-style game is Onimusha: Warlords, a medieval Japanese action-adventure game that will be released in North America in February.

Onimusha: Warlords is a third-person action-adventure game that takes place in medieval Japan. The game is set in a dark, atmospheric world filled with demons and samurai. The player controls a samurai named Samanosuke, who is on a quest to defeat a powerful demon lord. The game features a variety of weapons and abilities, including a gauntlet that allows the player to absorb the souls of defeated enemies and use them to heal himself or perform powerful magic-based attacks.

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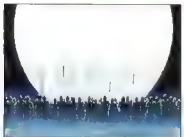






## Truly Cinematic

As much as Onimusha focuses on action-based gameplay, it seems as though just as much emphasis has been placed on telling a great story. Written by Flagship—the same crew behind Resident Evil 2—the tale comes to life via in-game cut-scenes that occur on an incredibly frequent basis. When coupled with the amazing opening sequence detailed below, Onimusha could prove itself as the most truly cinematic game that any console has ever seen.



## Maggots!

We think it's safe to say that Onimusha's opening computer-generated sequence features the best-looking maggots ever seen in a video game (right). Of course, the rest of the five-minute cinematic offers some pretty impressive visuals, as well (three screens above). A grand battle sets the stage for the adventure ahead, as hundreds of warriors fight it out so realistically that unsuspecting viewers might confuse the action for an actual Hollywood production.

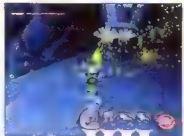
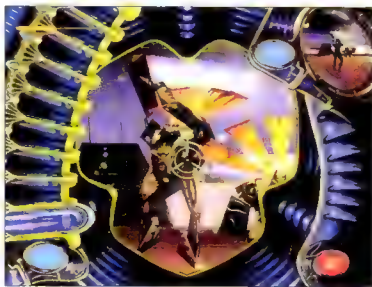
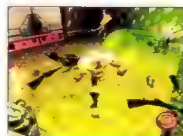
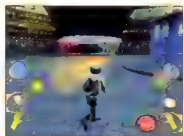
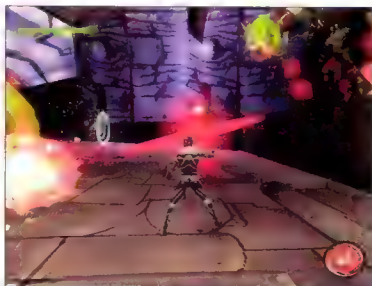


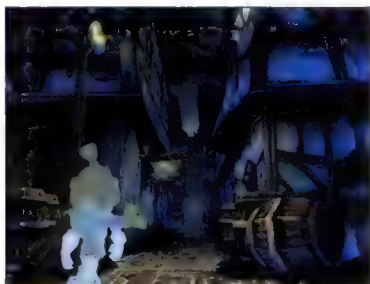
# MDK2: Armageddon

Nice hat

this month Interplay

from a mile away, along with the ex-  
next-gen system. In fact, developer BioWare





### Herdy Gerdy

It's a little bit of a surprise that this **spring** release from Eidos is something that's total splash of digital ink. It's a game that's been developed by **Core Design**, the studio that's been responsible for the most recent entries in the Grand Theft Auto franchise. The action revolves around a third guy, but it's the intense interest of the 3D effects that's the main attraction.



### Klonoa 2: Lunatea's Veil

Namco's Klonoa embarks on a new PS2 journey in **spring** with a new title called Klonoa 2: Lunatea's Veil. [that stylistic graphic technique called cel shading] that's been used in the game. The game is a platformer that's been designed to be a sequel to the original Klonoa game. The game is a platformer that's been designed to be a sequel to the original Klonoa game. The game is a platformer that's been designed to be a sequel to the original Klonoa game.

## NBA Live 2001

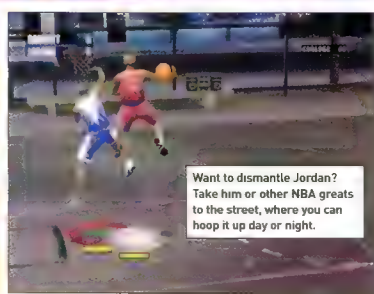
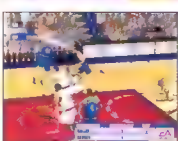
Let the *real* NBA season begin

Yes, it's the real thing, and EA Sports' NBA Live 2001 is the most realistic basketball game in **December** (look, we're taking a little break from the PlayStation 2 preview schedule to give you a little something to play with). We're taking a little break from the PlayStation 2 preview schedule to give you a little something to play with. We're taking a little break from the PlayStation 2 preview schedule to give you a little something to play with.

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After a big dunk, check the crazed 3D crowd. These guys—and strangely, so far it is *all* guys—stand, wave, boo and hiss independently of one another.



Want to dismantle Jordan? Take him or other NBA greats to the street, where you can hoop it up day or night.

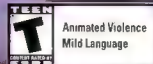
# GUNGRIFION BLAZE™

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— Gamers' Republic

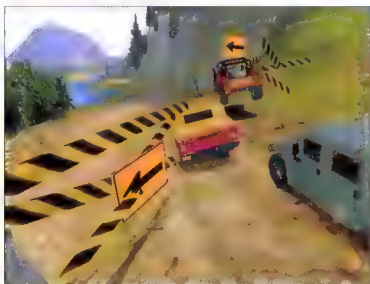


PlayStation 2



*Our games go to 11!*

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### Test Drive Off-Road: Wide Open

After a long time, **Angel Studios** is back with a new game. This time it's a driving game. **Test Drive Off-Road: Wide Open** is a new off-road driving game from **Angel Studios**. The game is set in a beautiful, mountainous landscape. You can drive a variety of off-road vehicles, including a red truck, a yellow van, and a blue car. The game features a variety of off-road tracks, including dirt roads, gravel roads, and snow-covered roads. You can also compete in off-road races. **Test Drive Off-Road: Wide Open** is a fun and challenging driving game that is perfect for fans of off-road driving.

**Infogrames** certainly has us looking forward to summer



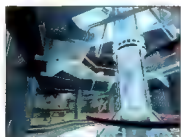
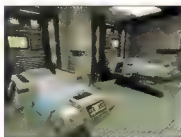
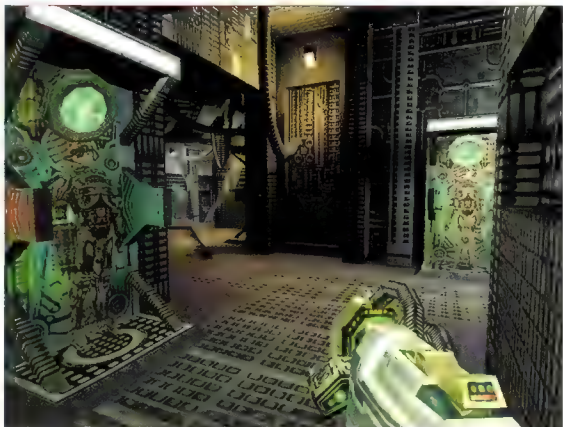
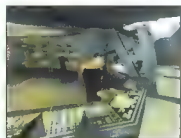
### Dark Angel: Vampire Apocalypse

Dark Angel: Vampire Apocalypse is a new game from **Metro3D's** **Dark Angel: Vampire Apocalypse** series. The game is set in a dark, atmospheric setting. You can play as a character who is a vampire hunter. The game features a variety of vampire enemies, including vampires, werewolves, and zombies. You can use a variety of weapons, including swords, guns, and bows. The game also features a variety of puzzles and challenges. **Dark Angel: Vampire Apocalypse** is a fun and challenging game that is perfect for fans of vampire hunting.

# Star Trek Voyager: Elite Force

Exclusive! *Voyager* sends an away team to PS2

After a long time, **Majesco** is back with a new game. This time it's a first-person shooter. **Star Trek Voyager: Elite Force** is a new first-person shooter game from **Majesco**. The game is set in the Star Trek universe. You can play as a member of the away team. The game features a variety of Star Trek characters, including Captain Janeway, Neelix, and Kesotik. You can use a variety of weapons, including phasers, tricorders, and Klingon swords. The game also features a variety of Star Trek locations, including the USS Voyager, the Klingon planet, and the Klingon moon. **Star Trek Voyager: Elite Force** is a fun and challenging game that is perfect for fans of Star Trek.

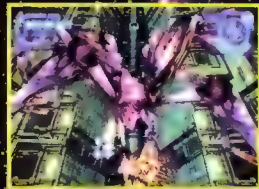
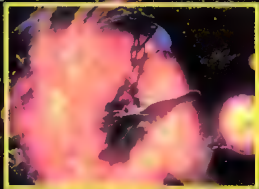
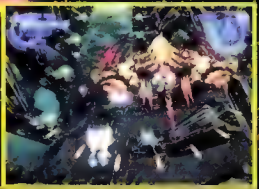


# SILPHHEED

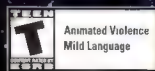
THE LOST PLANET

Believe in Your Pilots  
Hope for the Best  
Pray for a Savior

"A visual feast for PS2 owners...in shooter heaven."  
- Gamers' Republic



PlayStation 2



Our games go to 11!

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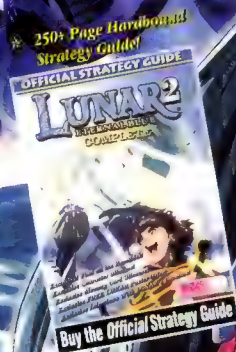


# LUNAR<sup>2</sup>

## ETERNAL BLUE

### COMPLETE

In The Darkest Hour,  
Hope Springs Eternal.



### Five Disc Collector's Edition!

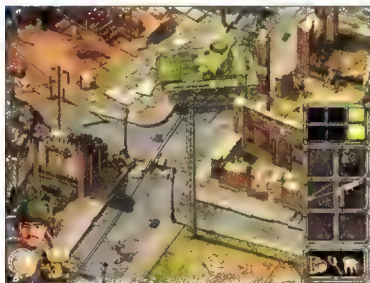
- ✦ Includes: 3 Game CDs, 1 Music CD, and Exclusive "Making of LUNAR<sup>2</sup>" CD
- ✦ 100+ Page Leatherette Hardbound Artbook/Instruction Manual!
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- ✦ Pre-order to Receive a FREE Limited Edition Gbacon Punching Paper! For Complete Details Visit Participating Retailers, or visit us at <http://www.workingdesigns.com>.

**TEEN**  
T  
Mild Animated Violence  
Mild Language  
Suggestive Themes



Our games go to 11!™





### Commandos 2

**Eidos'** original *Commandos* scored favorably among the PC crowd when it was released last year, and it's no surprise that **Pyro Studios** is hard at work on a sequel. This time, you'll be taking on the game in World War II. It's a first-person strategy game that's a great mix of tactics and action. The game is set in a World War II setting, and you'll be taking on the role of a commando. The game is set in a World War II setting, and you'll be taking on the role of a commando.



### Theme Park Roller Coaster

Does this new business simulation from **EA Games** look familiar? It should. It is based on a successful upstart on the PC and the PS one. But that's not a bad thing—**Bullfrog** appears to have done some much-needed tuning. For example, you now have the ability to go into first-person mode and walk through your park right from the start. And if the Roller Coaster doesn't have enough tracks, you can start. See for yourself—the game should be in stores right now.

## Twisted Metal: Black

### Power of the dark side

We know you're a fan of the *Twisted Metal* franchise, but you might not know that **EA GAMES** is the **Sony CEA** franchise. The game is set in a World War II setting, and you'll be taking on the role of a commando. The game is set in a World War II setting, and you'll be taking on the role of a commando.





LET  
**3**

1994 Horizon for PlayStation

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### Previewed Inside

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- Tomb Raider Chronicles...113
- Vanishing Point...113

### Coming Soon

#### December

- Blut Ark: Washburn... Action
- Champion Motors... Man
- Champion Supler... Man
- Disney's The Jungle Book Rhythmic Groove... Lib: Soft
- Disney's The Lion King SMA... Action
- EA Sports Supercross... EA Sports
- ESPN Great Outdoor Games: Bass Fishing... Konam
- Evil Dead: Hail to the King... THQ
- Gold and Glory: The Road to El Dorado... Lib: Soft
- Kasperov Chess... Interplay
- Mortal Kombat: Deadly Alliance... Activision
- Rowbow Six: Rogue Spear... Lib: Soft
- Sabrina: The Teenage Witch... Bekeley
- The Sims... Electronic Arts
- Vanishing Point... Activision

#### January

- Army Men: Air Battle... Activision
- Battle Arena... Activision
- Duke: The Last Warrior... EA Sports
- Final Fantasy: The Spirits Within... Square
- Final Fantasy: The Spirits Within... Square
- Final Fantasy: The Spirits Within... Square
- Final Fantasy: The Spirits Within... Square
- Final Fantasy: The Spirits Within... Square
- Final Fantasy: The Spirits Within... Square
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#### Future Releases

- Alice in Wonderland... Infogrames
- Alice in Wonderland... Infogrames
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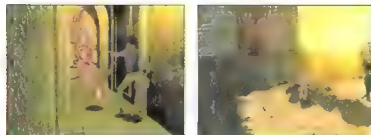


## Evil Dead: Hail to the King

Grisly, gory, gruesome...groovy



Late December



### It's About Time

As the plot of Hail to the King unfolds, Ash finds himself once again transported back in time when he arrives in eighth-century Damascus to confront the man who first translated the dreaded Necronomicon Ex Mortis (the cause of all this Evil Dead trouble). This adds a greater than usual level of variety to the locations in the game.

Another somewhat unusual feature is the inclusion of the kind of interactive inventory system that's been largely absent since the heyday of the PC adventure. This means you'll need to combine different elements in your inventory to create or modify specific items. While these don't seem to open up beyond "insert tab A into slot B," it at least gives the illusion of added cerebral depth.



## Tomb Raider Chronicles

Core's Lara Croft returns in the fourth installment of the award-winning franchise. In store now



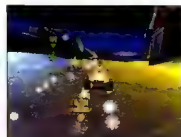
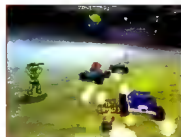
## Vanishing Point

Acclaim's high-octane racing game is set to hit shelves in mid-December. Clockwork Games' production



## Disney/Pixar's Toy Story Racer

Activision's exciting racing game is set to hit shelves in mid-December. Activision's production



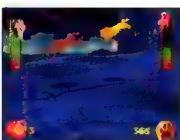
## HBO Boxing

Not long ago, before all recent boxing might have waned, you could only HBO was the place to turn for the best in Saturday-night brawls. Now that **Acclaim** and HBO have shaken that respect, the games are as solid as a George Foreman blow to the solar plexus, as the grillman himself adorns a video game cover for the first time since his KO Boxing titles. Besides the old man, though, you'll have a chance to cast of other greats including Roy Jones, Jr., Rocky Marciano, Ray Mancini and Joe Louis. There's also a heavyweight Create-A-Fighter, where you can customize anything and everything. Stepping into the Career Mode ring means choosing management, training like wildfire, and risking a serious ass-whopping if you let your guard down. Check out the list-calls now.



## Disney's The Lion King: Simba's Mighty Adventure

Taking its basis from Disney's two *Lion King* movies (the second went straight to video), *Simba's Mighty Adventure* stars the young king of the jungle in a 10-level 3D-platform release from **Activision**. Game play often diversifies itself enough to allow for exciting wildebeest chases, guest appearances by Timon and Pumbaa, skirmishes with evil lions and several min games. Join the circle of life this **winter**.



## Dragon Warrior VII

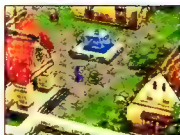
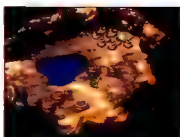
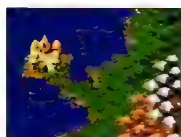
The classic RPG series returns to the U.S.!

Tradition. No single word better describes **Enix's** *Dragon Warrior VII*. Sure, most new RPGs might come packed to the gills with state-of-the-art graphics, photorealistic full-motion video, dozens of minigames, and innovative new systems to learn and master. But at what cost? Some gamers fear this innovation comes at the expense of another element: fun. For those who can look past appearances, *Dragon Warrior VI* promises a lengthy, old-school adventure. Your character begins as the son of a fisherman in a sleepy coastal town... you guessed it—he finds a world-spanning quest before his time.

Some concessions have been made to technology, of course, with the most noticeable advancement being the real-time, first-person 3D environments (think *Grandia* and *Xenogears*). While the graphics are impressive, the amount of detail in the environments helps compensate. And despite the new perspective, the aesthetics remain largely unchanged. Characters still march in place. Players still interact with people and places through a list of text commands. Battles are still, for a first-person perspective, a strictly turn-based affair (you might even recognize many of the sound effects from previous installments, a fan's favorite: the classic "step-cumby" noise).

A few new gameplay systems are in place, though nothing out of the ordinary. The tablet system resembles Legend of Mana's landmark system, as the party aims to collect fragments of magical stone tablets scattered around the world. When a tablet is complete, a new continent arises from the ocean, ready for your exploration. The job system of the past few *Dragon Warrior* titles returns, but the number of available occupations has increased to a whopping 24.

The massive adventure spans two discs and over 100 hours of game play. Potential dragon slayers can expect the game by **summer 2001**.



## Slime Time

Perhaps character designer Akira Toriyama's finest creation, the noble slime has been a series standby since the very first game (which, as a 1989 NES release, was one of the first successful RPGs on a U.S. console system). No other RPG enemy can match its fierce, vacant stare or charming (yet sinister) smile. Thankfully, *Dragon Warrior VII* continues to build the gelatinous antagonist's reputation.



BAN  
DAI

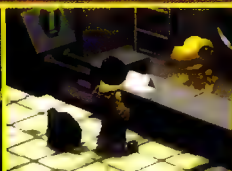


CAUTION: MAY NOT BE SUITABLE FOR PEOPLE WHO SUCK AT VIDEO GAMES.

If you're going to try playing Digimon World, you'd better make sure you're wearing the pants of your choice. See, some of these Digimon are so vicious and twisted they can actually be read from television. That's okay with them, there are more things to blow up in video games anyway. Like you. So if you think you've got enough game for Digimon World, bring it. But don't say we didn't warn you.

**DIGIMON**  
DIGIMON WORLD

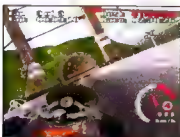
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## Ducati World Racing Challenge

Always wanted to join the elite class of Ducati owners? Well, you just had the green? Here's your chance to test-drive over 40 of the sleek Italian rockets. **Acclaim's** *Ducati World Racing Challenge*. As you'd expect, the game includes all the standard racing mode—four night, different tracks), but you can also enter *Ducati* in its mode: when you can buy bikes and equipment, upgrade your vehicle, try different sets, and, of course, race for big cash. *DWRC* is available **now**.



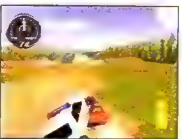
## EA Sports Supercross

As if to disown last year's *Supercross 2000*, **EA Sports** has decided to start its motocross series anew in more ways than just a slight titillation. Instead of focusing on stuck-in-the-mud realism as before (*too much* realism if you ask our 1.5 rating), this year's version features a decidedly more arcade-like feel—more like that of every other motocross game out there. You can also expect some outdoor courses, as for a change, as well as a great deal of freestyle action.



## The Dukes of Hazard II: Daisy Dukes It Out

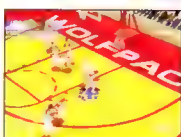
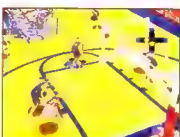
We have to wonder if **Southpeak's** latest *Dukes* game will sell nearly as well as its lackluster predecessor, which still managed to stay atop the bestseller list for months. Will those who shelled out \$40 a year ago be ready to do the same for another 18 similar, more *Daisy*-focused levels? Or will the new car-to-car combat actually improve it? Find out for yourself! **now**—or just wait for our review next month.



## NCAA March Madness 2001

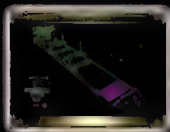
### Time to bust out the Cinderella slipper

For those thirsting for more boosterism from hyper-announcer Dick Vitale, we're sorry to report that **EA Sports'** *March Madness 2001* has replaced the sultan of overexcitement with experts Verne Lundquist and Bill Raftery. As far as we're concerned, light songs, chants, small arenas and Dick Vitale's off-the-wall antics to college basketball, and we hope he'll turn up somewhere else in videogame land. With the **MM** game's more realistic, grounded game reviews, and from the early look of thing, **MM** has a more realistic feel to it. The game is smoother than ever and features unlockable *Ducati* and *EA Sports* bikes, as well as breaking drobbies. Very cool. After hard-fought on-court battles, you can enjoy the game's *March Madness* teams from the studio over the years, or just to add a little excitement to your *March Madness* game. **now**.



### The Big Dance

No need to spend needless hours keeping up with the lengthy college hoops campaign. With the help of **MM2001**, we skimmed a full season to find Michigan State, college basketball's defending champs, best the Tar Heels with one of the most convincing national title games ever. Mateen Cleaves might be playing for the Pistons and Mo Pete may be in Toronto, but with seven of 10 players returning, Tom Izzo's boys are revved for a repeat.



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# A-spec-tacular



**t**he Honda S2000 sits on the starting line of Laguna Seca whirring and humming with a sound that belies the beast that lies within. A blip of the throttle as it sits in neutral emits a cacophonous scream of bowel-loosening ferocity as the beast heaves down on its haunches. We're talking about torque here, ladies and gents, 153 pounds per square foot, I think you'll find. For those of you who don't understand what that means...it's all about force. Nasty, brutal,

**by John Davison photography by Skyra**  
rip-your-head-off force. The Honda S2000 has plenty of it, so much that it's 235-horsepower engine can propel it from 0-60 mph in just under 5.7 seconds. Hold the throttle for any length of time and the creature winds itself up to redline just shy of 9,000 rpm. For something that looks like a fairly friendly little two-seater roadster, that's pretty damn impressive. It's a screaming banshee with a nice silver paint job. What's even more impressive is that the howling, twisting animal we're watching right now isn't





# GRAN TURISMO™ 3

SUBARU





*"A blip of the throttle as it sits in neutral emits a cacophonous scream of bowel-loosening ferocity"*



the real thing, it's simply one of the 150 or so cars in Gran Turismo 3. From the first moment we sit down to play it, we're understandably transfixed.

Originally conceived as nothing more than a fancy-shmancy update of Gran Turismo 2 with pretty graphics, this is now a fully fledged sequel. "My original plan for this title was to be released close to the PS2 launch, when it would feature 50 different cars and four racing tracks," project leader and producer Kazunori Yamauchi tells us. "It would have been positioned as a digest or demo version of the GT series for the PS2. That's why it was titled as GT2000 and not the formal name, GT3. However, as I continued to work on the game I wanted to do more and more with it. So now the game consists of about 150 selected cars and 15 racing tracks, and is strong and comprehensive enough to be called Gran Turismo 3." Hurrah and, indeed, huzzan

### **Jaw-Dropping**

The S2000 lurches forward as it pops into gear and screams down the opening stretch of track. Everything is silky-smooth and startlingly fast. The scenery reflects in the car's paintwork, the evening sun bathes the vista in a warm glow and, as you can probably imagine, our jaws drop with a

sickening "thunk." Gran Turismo 3 is a truly stunning game. If you've been disappointed with the system's offerings so far, GT3 will allay your fears.

Always a gearhead's dream-come-true, there has been worry that the PS2 iteration of Gran Turismo would fail to deliver in the car department. Although boasting more than 150 vehicles, it's hardly the 600 or so that were originally anticipated. "We know that some people have been concerned about that," U.S. product manager of the game, Susan Nourai tell us. "Although it sounds like we've cut back a lot, it's all as noticeable as you'd expect. Pretty much all of the manufacturers from GT2 are present. It's simply the number of cars that's less. There aren't as many individual models as before."

"Some cars are not in the game due to license issues," Yamauchi clarifies, "but I chose most of the cars because I think they are suitable for the Gran Turismo series."

"We're only missing a few manufacturers," pipes in U.S. producer, Taku Imasaki. "Vector will be missing from the game, along with a few others. What you do find though is that the car list has some interesting additions, like the Toyota MR2. There are also some race-spec versions of cars that fans of GT2 won't have seen before." To

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***“The basic structure of the game is actually pretty much identical to last time.”***

demonstrate this, we quit out of the game, saying goodbye to the S2000 for a moment and navigate through the impressive menu system. Car manufacturers are going to send us promotional footage of their cars to play in the background while you're navigating around, making it look like you're in the game. Zipping through the car list, we stumble across an unusual variation of the MR2. Sitting low on huge, wide racing-spec wheels, its usually feeble-looking Porscheque body has been squashed, flared, beefed up and even given a coupe-style roof. Factor in the ludicrously large, delectable spoiler that adorns its diminutive buttocks, and it looks considerably more brutish than the hairdresser-mobles you

see on the streets, resplendent in racing decals from the Japanese series in which the real thing actually races. We select it and quickly move on to the Seattle track. Those of you familiar with the track in GT2 will no doubt recall that it looked pretty damn cool even in its 32-bit guise. After a split-second loading time, we're there. The little Toyota howls as we jab the throttle and screeches through the familiar streets. As we hurtle up the hill, grab some air on the way up those endearing little humps and then slam on the anchors to make it through that disturbing right-hander, the sun glints from between two buildings and fills the screen with its glare. The only possible response to such a sight for the first time is "Wow." Hurting



down the hill with the sun in our eyes gives a perfect example of how the lighting effects are used in GT3. All of the lighting uses a real-time rendering system," Imasaki explains. "In the past we cheated and just made it look like lighting, when really it was a simple graphical trick. This time though, the hardware is calculating all of the lighting and shadows as you go, so it looks much more realistic. All of the reflections in the car's paint are real, too. Look, if you look closely you can see," he enthuses inviting us to peer closely at the screen. By golly, he's right. As we drop a gear heading beneath the underpass we can see the bridge overhead reflected in the paint. That's pretty darned impressive.

Those of you who have been paying attention to news reports online will no doubt have heard that the Japanese version of the car carries a subtitle of "A-Spec" just like the driving tests in the previous games. What's all that about then?

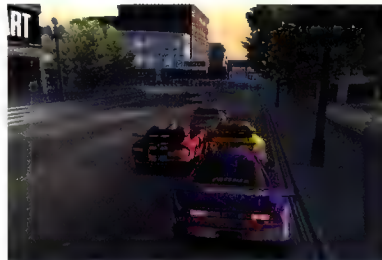
"I call it that just because it sounds good," Yamauchi explains. Forget the rumors of some hidden agenda; apparently it's that simple. It's still not clear if the U.S. version will carry the full name, but speaking of the driving tests, how's that going to work this time? "Exactly like GT2," Imasaki explains. "The basic structure of the game is actually pretty much identical to last time. It's the technology that's different in GT3."

On the programming side," Yamauchi explains, "we have been able to fully utilize the machine's power, but the artists have yet to reach that level. In future Gran Turismo games, major advancements will be the result of the artists." So it's going to look even better than this by GT4? Wow. GT4? That's a secret for now, but when the time comes, I will let you know!" he smiles.

## Out To Get You

Aside from the obvious visual aspects, are there any new things we can expect to see that will affect the gameplay? Highly calculated physics models, Yamauchi beams, "which will allow players to feel the precision and minuteness of every aspect of driving, as well as advanced opponent behavior [AI] which is sure to heat up the races between players and the CPU." When pushed on how this works, the team explains that the AI system has something of a competitive streak this time. "There's a rivalry system now," Nourai explains. "If you do something to one particular driver, he'll remember. Say you cut him off on a turn; he'll remember that and come after you later in the race."

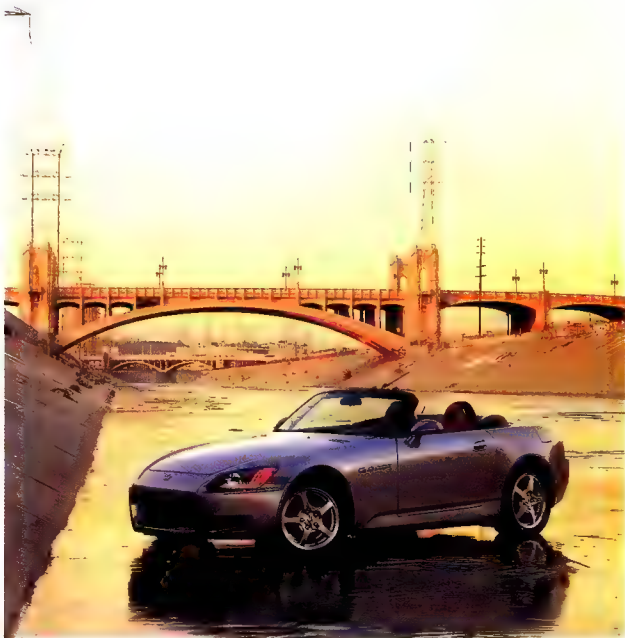
Our demo of GT3 also involved us trying out the Logitech-manufactured racing wheel and pedal set which is confirmed for release in





Japan, but is yet to be announced "officially" in the U.S. "The steering wheel brings the driving game to the next level," Yamauchi smiles. "But it's not the ultimate driving game yet. Neither GT3 nor PS2 have reached the ultimate level. However, the more the hardware and software synchronize in the future, the more advanced driving games will be." That may be the case, but sitting with this fabulous-feeling force feedback-equipped wheel is pretty wonderful. It's hard to imagine a racing game right now that could possibly be better. Now if only the pedals were set into something with a bit more heft to them. Each time we apply the brakes, the flimsy plastic pedals scoot under the desk a little further. Can you ask Logitech to make 'em out of metal or something? Or maybe put some grippy stuff on the bottom so that it doesn't scoot about? "The wheel isn't confirmed at all yet, and there's a chance it may change in design," Nourai tells us with a look that says, "Don't talk about the wheel too much when you write about this" as we pause the game to slide

the pedals back to a more comfortable position. A couple of Seattle laps later and it's time to try something new. We quit out and select a Subaru Impreza Rally-spec car—one of the finest vehicles in GT2—and see what we can do with it on Trial Mountain. As with all the other tracks, it's a joy to behold, and the lush graphics really show off just how crisp and clear everything is. "Compared to other PS2 games, GT3 requires twice the amount of screen data to be drawn," Yamauchi explains. The vertical resolution is actually double that of any game released for the system so far. Despite this enormous amount of information being moved around though, the game still holds a steady framerate that never appears to drop. It truly is gorgeous. "If you'll notice," Imasaki points out, "there are some very subtle focus effects on the action." Quitting out and letting the game switch into replay mode helps exemplify his point. "The game always ensures that you're concentrating on the right thing...look," he says as all of the action around the main car gently



softens in focus. Check out the screenshot of the yellow Skyline at the bottom of the page and you'll see what this effect is like. See the white GT-R in front? See how it's out of focus? That's not a prerendered piece of art. That's how the game presents stuff in the replays. Cool huh? Factor in the heat haze that distorts your view of the track in places, and the promise of new-and-improved weather effects, and GT3 should be one of the first games that really shows us how the power of the PlayStation 2 can be applied to create believable, realistic effects

## What's Next?

You have to wonder what Yamauchi and his team could possibly do next. "I believe that the GT series has become the biggest automobile media in the world," he enthuses, referring to the fact that auto makers like Aston Martin have reported the positive effects of the game on their brand awareness in the U.S. "I am very glad to hear that manufacturers feel that the

GT series has really helped with PR for their cars and companies. My dream is to create games where people can enjoy every aspect of all areas of the automobile industry, which would include all cars and all kinds of motor sports." Doesn't working on the same series of games year after year get, well, boring? "In general, when a hobby becomes your work, most people lose interest. However, that does not seem to apply to cars. I've heard journalists and auto racers say the same thing

Just to veer off on a quick tangent as we close our conversation, our gossip columnist reported a few months ago that GT3 would include complete versions of Omega Boost and Motor Toon GP. Is there any truth in that? "I have had that idea, but it might be difficult," he admits. Right now, it seems as though getting everything car-related into the game is what's important—and also knowing when to stop



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# VIPER 2



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## THE FINAL SCORE



We rate games on a five-point scale. So, .5 is terrible, 2.5 is average and 5 is superb. Get it?

• Greg Sewart, editor at Electronic Gaming Monthly and NASCAR devotee, helped us out this month with two NASCAR reviews. Greg, we doff our mesh-backed John Deere caps to you in thanks. •

# Pimping the PS2

When you think of the PlayStation 2, you probably think of the console that has been the most successful in the history of video gaming. It's the console that has sold more than 20 million units worldwide, and it's the console that has been the most successful in the history of video gaming. It's the console that has sold more than 20 million units worldwide, and it's the console that has been the most successful in the history of video gaming. It's the console that has sold more than 20 million units worldwide, and it's the console that has been the most successful in the history of video gaming.

Yes, you might be thinking, "But the PlayStation 2 is just a console, and it's not really that special." Well, you're right. It's just a console. But it's a console that has been the most successful in the history of video gaming. It's the console that has sold more than 20 million units worldwide, and it's the console that has been the most successful in the history of video gaming.

Another thing that makes the PlayStation 2 so special is the fact that it's the only console that has been able to support the DVD format. This means that you can play DVD movies on your PlayStation 2, which is a really cool feature. It's the only console that has been able to support the DVD format, and it's the only console that has been able to support the DVD format.

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Chris Baker  
Previews Editor



## MEET THE CRITICS



**JOHN DAVISON**  
John Davison is a writer and editor at Electronic Gaming Monthly. He has written for the magazine for several years and has been a part of the team since its inception. He is a fan of many different games and has a deep knowledge of the industry.

**FAVORITE GENRES:** Racing, Action, Adventure  
**CURRENT FAVORITES:** MX  
**CAN'T WAIT FOR:** Z.O.E., MG52  
Red Faction, GTA, Dark Cloud



**JOE RYBICKI**  
Joe Rybicki is a writer and editor at Electronic Gaming Monthly. He has written for the magazine for several years and has been a part of the team since its inception. He is a fan of many different games and has a deep knowledge of the industry.

**FAVORITE GENRES:** Adventure, RPG, Puzzle  
**CURRENT FAVORITES:** Sky Odyssey, TimeSplitters, Real Pool  
**CAN'T WAIT FOR:** Red Faction, Dark Cloud, Z.O.E., MG52



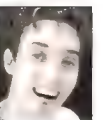
**GARY STEINMAN**  
Gary Steinman is a writer and editor at Electronic Gaming Monthly. He has written for the magazine for several years and has been a part of the team since its inception. He is a fan of many different games and has a deep knowledge of the industry.

**FAVORITE GENRES:** RPG, Adventure, Action  
**CURRENT FAVORITES:** Lunar 2  
**CAN'T WAIT FOR:** Dragon Wars, Dark Cloud, Z.O.E.



**CHRIS BAKER**  
Chris Baker is a writer and editor at Electronic Gaming Monthly. He has written for the magazine for several years and has been a part of the team since its inception. He is a fan of many different games and has a deep knowledge of the industry.

**FAVORITE GENRES:** Action, RPG, Adventure, Sports, Strategy  
**CURRENT FAVORITES:** RC de GO!, Dynasty Warriors 2, Madden 2001  
**CAN'T WAIT FOR:** Star Wars, Starfighter



**TODD ZUNIGA**  
Todd Zuniga is a writer and editor at Electronic Gaming Monthly. He has written for the magazine for several years and has been a part of the team since its inception. He is a fan of many different games and has a deep knowledge of the industry.

**FAVORITE GENRES:** Sports, Extreme Sports, Fighting  
**CURRENT FAVORITES:** Madden 2001, SSX, The Sims, with the fam  
**CAN'T WAIT FOR:** Demolition Man, Mortal Kombat



**SAM KENNEDY**  
Sam Kennedy is a writer and editor at Electronic Gaming Monthly. He has written for the magazine for several years and has been a part of the team since its inception. He is a fan of many different games and has a deep knowledge of the industry.

**FAVORITE GENRES:** Sports, RPG, Action  
**CURRENT FAVORITES:** Croc, Cross, Call of Duty, Halo  
**CAN'T WAIT FOR:** Great Expectations, Mortal Kombat



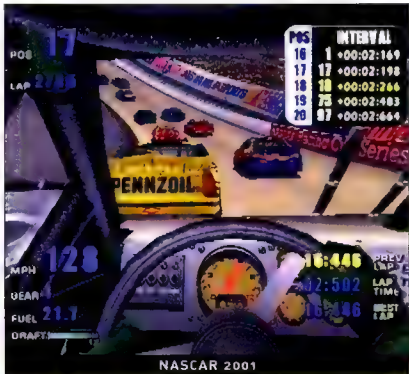
Fantavision

Publisher Sony CEA
Developer Sony CE
Web Site www.playstation.com
Considering this was the only first-party game at launch, it's surprising that it's one of the only games that doesn't really show the power of the system. Sure, it illustrates some groovy lighting and particle effects but underneath it's a pretty simple puzzle game that could be made to work on a Game Boy with some tweaking

So what's it about? At first glance it looks extremely complicated and a bit intimidating. The basic idea is to chain colored flares together in a fireworks display and then detonate them to make pretty patterns. The more you chain together, the more points you get. There are things that complicate matters in the form of "wild cards" that allow you to chain different colored flares together as well as bonus items to collect...but fundamentally you're just trying to keep the display going

I've always been of the opinion that a classic puzzle game should really push you into one of those meaty "zones" that's almost trance-like as you focus entirely on the basics of the gameplay and tune everything else out. Fantavision certainly lets you do that...but the action is so fast and frenetic that if you break your concentration even for a second you completely balls every thing up. Maybe it's just a little too intense? Regardless, I enjoyed it. I think 50 bucks is a bit much though

Final Score 4.0
Players: 1-2
Memory Card: 376 KB



NASCAR 2001

Publisher EA Sports
Developer EA Sports
Web Site www.easports.com
NASCAR racing appeals to a very select audience. Since your average racing fan doesn't really want to drive in circles for hours, gamers who are into that sort of thing are more likely hardcore fans of the sport. Therefore the only way to make a truly good NASCAR game is to treat it the same way EA treats Madden...like a 10-blown simulation. Throw in all the real drivers, cars and tracks, great commentary, and an obnoxious amount of stat tracking

For some reason EA can't figure that out. What you get with NASCAR 2001 is a watered-down arcade racer with options and stats so limited it's a crime. There's no way to track the rookie points race. The only create a



driver option is the ability to enter your own name, and then the game asks you a ridiculous birthdate and number. The setup options in your car are a joke. The game is even missing a bunch of drivers and tracks, including Martin and Dover, two of the greatest short tracks on the circuit.

But for the moment, let's forget all that and look at NASCAR 2001 purely from a gameplay standpoint. The physics are actually pretty nice. The cars feel heavy and handle like they should at speed, upward of 180 mph. As an arcade racer, it works. Too bad EA screwed it up with substantial graphs.

The PS2 stars more powerful than this. With only 20 laps on the track at any time (instead of the 33 that actually complete in a Winston Cup race) the game still suffers a sickly amount of slowdown, plus a weird interceded mode that kicks in should you have the audacity to turn on the rear-view mirror.

To add insult to injury, EA continues to use the same purple/redneck music every year, the increasingly detestable tune much better. Bob Jenkins' updates are consistently late and Uncle Benny seems limited to about four incoherently named phrases like "He came to work today!"

It's really hard to believe this definitely has the makings of a great NASCAR game, but EA skimped in all the wrong areas. Until they start treating this sport seriously, the NASCAR franchise will remain nothing more than a rental at best.

Final Score 3.0
Players: 1-2
Memory Card: 411 KB



NFL GameDay 2001

PS2 laughing stock

Publisher Sony CEA
Developer 989 Sports
Web Site www.989sports.com
Instead of becoming livid with anger, I'm just going to laugh. After all, I love comedy. And there are those select few games that leave so much to be desired you can't even laugh, but you'll bend over with abs clenching tears streaming, controller barely in hand. With the PS2 launch so recently past, it's a wonder a game with such comedic fervor has already hit the shelves. And more so, that it's a football game.

For too long my constant pleas for more humor in games had gone unheard. But with GameDay you'll encounter a never-ending string of good-hearted gags.

This is the worst PS2 game to hit the market. And shelving out an unfortunately spent \$50 for this crap is the cruelest joke of all.

Of the wide expanse of hysterical instances within a contest of GameDay, one of my favorite Keystone Cops moments was watching my apparently on-cue QB weave the ball downfield. After being chased by a dumpling-headed lineman, all moving in

careful synchronization, my right-handed QB was able to run full speed to his left and launch the ball 40 yards down the right side-line. On most occasions, these bombardiers of ball-flinging merely toss it—physics be damned!—in full stride. Better yet, most of the time the thrown ball appears to come out of his ear instead of his hand. Actually, I lied; it never seems to come out of his hand. It just floats above, magically hovering.

These flaws in simple physics actually get worse. When diving for a moasses-juking halfback, be prepared for your defender not to leap, but to be shot from an imaginary cannon. The amount of animation from crouching to a full Superman dive is so limited as to inspire a fit of giggles.

The crowd is another laugh attack waiting to happen. After a big play the roar of the crowd is deafening, but sneak a peek at the human nosemakers and they're just sitting there, hands on faces, bored out of their collective minds. I sympathize. And are those camera flashes coming from the ornery crowd or did



Spirit Tap's newest drummer just suffer another farcical fate.

The down and ball chucking doesn't inspire you to slay away from this game, know that the receiving game is good for a hearty chortle. First, **there's no momentum.** Guys seem to be held in bounds by taut, invisible strings. They also can full-speed leaping catches lead to a sudden gravity suspension that brings a receiver down to the ground.

The ball is yet another testiment to GameDay's sloppiness. It's a wonder the thing doesn't unravel since it appears to be a mask of rabbit furds tucked

Am, and the kicking game is a right out of the pages of *Peanuts*. Forget puns, always, the football facts, because the ball never touches the "knickerbocker's hands." In fact, the snapper just sits on the field and sees there, happily waiting to be kicked. What a joke.

Forget about the wacky AI, the CPU's misuse of timeouts, and the isochronal leaping by defensive and offensive players alike. You'd have to ignore all these things to convince yourself you're playing a game of football.

Overall, this game must be a tribute to comedic genius, because it's not a legitimate football game. It's horrible in new and inventive ways. But at least it's funny. Go Madden or go without.

**Final Score** ●●  
**Todd Zuniga**

**E** Players: 1-8  
Memory Card: 303 KB



**Dan Leahy (XG's "Sports Guy") and Todd sit down for a stirring *tete-a-tete* over the year's crappiest football game.**

**Dan:** Look at that crowd. They're so riveted they're strapped to their seats.

**Todd:** That one chick in the crowd is just flexing. Or is she shaving? Gross.

**Dan:** I love that Olympic flame kick-meter. Nice addition.

**Todd:** More than the ball laying flat? It's not even on a tee. OK here, comes the legendary dump pass! I wish readers could see this play. Only then would they believe it.

**Dan:** Pass interference? Why didn't they call that the last five times I tackled your receiver before the pass? Oh, well; I'll take any penalty when Herman Munster shows up as the ref.

**Todd:** You just smacked my QB for a fumble, but that doesn't stop this game from calling it complete.

**Dan:** Check out this closeup. Everyone has a 5 o'clock shadow. And what's up with their feet? Those are the shoes worn by the ancient Yelt.

**Todd:** Better yet, it seems we're playing with college rules—fall down with the ball and the whistle blows.

**Dan:** This game sucks.

**Todd:** Holy crap. Go to the replay. What is that? The ball just fell out of his hand.

**Dan:** Oh, sweet! It just appeared in my player's hand, like he was playing hacky sack. First down.

**Todd:** I can't stop laughing.

**Dan:** I like when I'm in the shotgun. I can't even see my QB.

**Uh, oh. Watch out. Going deep.**

**Todd:** What was that?

**Dan:** An average man would've snapped his arm in two, running left, throwing right. Wait, 2nd down? Didn't he catch that?

**Todd:** How could he, you dove one way and when the camera changed you dove the other.

**Dan:** Why is my guy sliding for 10 feet when I dive out of bounds? I've never laughed so hard from playing a video game. This is hilarious.



**Q-Ball Billiards Master**

**Publisher:** Lake 2  
**Developer:** Ornlth  
**Web Site:** www.lake2games.com

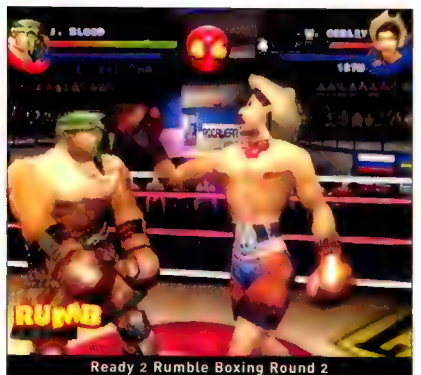
Toymakers' effect on features, not on the budget, is few. It's. Having had a good look at both of them, I'm left with the conclusion: combine the two into one game. Both have strong points, but are lacking in key areas. (1) Balance, especially in the physics, to be the merciful cause of the fail. One good way to explore the subtle nuances of this game is to turn on the movie, detailed graphics, which will display the complete trajectory of the cue ball (including collisions with other moving balls), and will occasionally display **some surprising complexity.** For example, the angle of the rebound will change depending on how hard you hit the cue ball into the cushion, and the game even plots the slight curve that results from the spin imparted upon collision.

(2) Balance, especially in the extensive training mode. Now, this may prove to be a trap when the game doesn't explain in great enough detail what you need to do, but it is a great way to get a handle on the physics of trick shots, backspin, and the like.

The biggest problem with the game is **that the interface is slow, imprecise and unintuitive.** Also, the camera is so terrible that you sometimes won't see the outcome of a shot. So while Q-Ball may be a great way for the dedicated novice to develop real-world skills, it's far from perfect for the casual player.

**Final Score** ●●●●  
**Joe Rybicki**

**E** Players: 1-2  
Memory Card: 94 KB



**Ready 2 Rumble Boxing Round 2**

**Publisher:** M2way  
**Developer:** M2way  
**Web Site:** www.m2way.com

It's a gum period in what's otherwise a ring is nestled with Max's colorful, ribbing tactics. De La Hoya's craptastic debut album, much-misjudged fights to make the WWF. Look and hold all the prizes, and a training for weeks for his games than fight. He's never been a better time for the belt for no on the sequel. In M2way's rambunctious and unmy cartoon sludged. But whereas the real box no muckety mucks don't do anything to replicate the energy of their fight, R2R2 has tapped into the same amount of electricity to power this sequel.

First off, **the game is a visual showcase.** It's glamorous, glib, and most importantly, seamless. It's a leap from the PS2 original.

But the Championship Modes, where the game is most executed and brilliantly so, you'll battle through a career where you'll eventually become the ultimate rumbly champion. **The coolest part of the training is the set of minigames** that test your reflexes, timing and memory. They're a blast. If you're short on time, you can auto-train to avoid the whole minigame nightmare.

But the Championship mode isn't the only way to play the game. To unlock all the characters, you'll need to fight through the Arcade mode time and again to garner the services of the likes of Shaou Le O'Nea, and Michael Jackson. There are other ceases hidden, but you'll need to put in some serious time to open them up. That's probably the best thing about the game, though: the reusability,

There's always a chance you'll lose, and when you're down, it's enough time that warps your opponent's attack. It's a great way to keep the game interesting.

It's a great way to keep the game interesting. It's a great way to keep the game interesting. It's a great way to keep the game interesting.

**great game.** R2R2 is a really solid, fun, and easy to play game. It's a great way to keep the game interesting.

**Final Score** ●●●●  
**Todd Zuniga**

**E** Players: 1-2  
Memory Card: 61 KB



**R2R2**

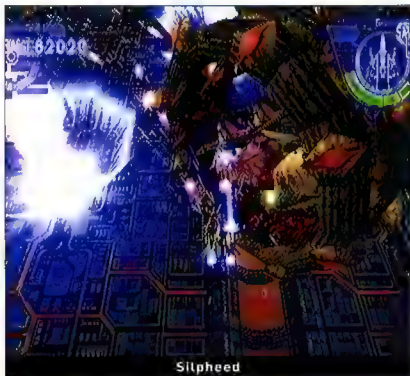
Official U.S. PlayStation Magazine 131



Silpheed



Silpheed



Silpheed

**Real Pool**

**Publisher** Infogrames

**Developer** Takara

**Web Site** www.infogrames.com

As I mentioned in the Q-Ball review, I really wish I could combine these two pool titles into one game. The other pool here is why. Though Q-Ball appears to be a mind-boggling, accurate pool sim, it's tough for the casual player to pick up due to its poor interface and crub realism.

Real Pool on the other hand is far more accessible game. Not only does the interface make it easier, the challenge level is much less daunting, the balls just seem to move more "easily" despite their weight. This seems to imply that the game isn't quite as precise a simulation of a [E] the dynamic variables involved in pool, but in other words, it's a bit of realism that means im-

likely to be frustrated by the outcome of nearly every turn.

The addition of a Puzzle mode is a nice touch, offering a heap of challenge opportunities. In this mode, you're given a pool table with a certain goal, usually to hit a certain colored ball or to sink a certain number of balls. It sounds with only three targets on the table.

But the absence of a training mode is a big drawback. I learned a great deal about the game by playing the Q-Ball training mode, and Real Pool may not be as suitable to pool fans. Still, to say it's the more enjoyable of the two

**Final Score** ●●●●

**Joe Rybicki**

**E** Players: 1-2  
Memory Card: 145 KB



Real Pool

**Silpheed: The Lost Planet**

**Publisher** Working Designs

**Developer** Treasure Game Arts

**Web Site** www.workingdesigns.com

As I mentioned in the original Silpheed review, the original game was a bit of a disappointment, but this new large-scale space action and other such candy, it's easy to see why Silpheed was great. These are the kind of things that the best shooters ever crafted. Unfortunately, its lack of a training mode is a real bummer. Most of the time, you're just waiting for you see all the target effects this disc dishes out—you've never seen anything like it in a game before. These are the kind of things that the best shooters ever crafted. Unfortunately, its lack of a training mode is a real bummer. Most of the time, you're just waiting for you see all the target effects this disc dishes out—you've never seen anything like it in a game before.

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But the appearance of rank of this kind really makes me feel it's a great idea in a game and dodging enemy fire. There are no bombs, no power-ups, no nothing—it feels very basic.

What a shame, too. This computer franchise has a history of being a great idea in a game and dodging enemy fire. There are no bombs, no power-ups, no nothing—it feels very basic. What a shame, too. This computer franchise has a history of being a great idea in a game and dodging enemy fire. There are no bombs, no power-ups, no nothing—it feels very basic.

**Final Score** ●●●●

**Sam Kennedy**

**E** Players: 1  
Memory Card: 65 KB



# Unreal Tournament

Real disappointment

**Publisher** Infogrames

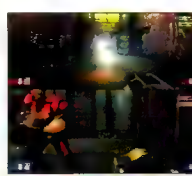
**Developer** Epic

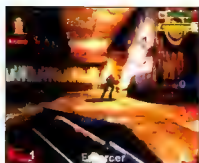
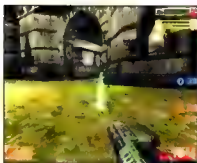
**Web Site** www.infogrames.com

Ask any serious fan of first-person shooters about the fundamental elements of a good shooter, and you'll hear the same things: fast-paced, accurate, and fun. Unreal Tournament is a first-person shooter that does a great job of translating these elements into a game that's both fun and challenging. It's a game that's both fun and challenging. It's a game that's both fun and challenging.

person shooters. That's not the whole story, though. With more than two or three characters onscreen the engine starts to sputter like an '89 Ford Taurus in the middle of winter, any time these characters are firing weapons, an actual, that you know, pretty damn good first-person shooter with many low-poly, colorful, and fun-looking weapons. The game is a pretty decent first-person shooter.

It's particularly nice to see the game run on the PlayStation 2. The game is a pretty decent first-person shooter with many low-poly, colorful, and fun-looking weapons. The game is a pretty decent first-person shooter.





screen mode. It's a nice touch, but it's done the hard way. Why not just do it in porting mode? The existing FPS titles available on the PS2:

**Beyond this fundamental issue, UT is a reasonably solid game.** The inclusion of *Assault and Domination* (the Flag) will do little to please longtime PC gamers, but further increases Assault's appeal to a wider audience. It's a control-intensive game, but the map by Triggerfish is a real gem. If you're into a "stealth game," you'll find it particularly hard to play well, but it's a helluva fun game. If you're into defining the lines of the map, you'll pay the price. You can't see the other side. I only wish there were more of these. This is one of the most rampant areas of quality level building in the FPS world, and would have had a much more noticeable effect on the genre.

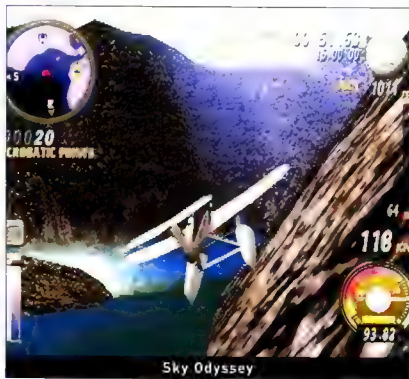
Another nice touch is the speed set, though it's not the most noticeable in the genre. The addition of the 1P mode is a welcome addition. A lot of variety. If you're a fan of the old, hold on dear. The Flag is a nice

touch, but it's done the hard way. Why not just do it in porting mode? The existing FPS titles available on the PS2:

**Assault and Domination** on there's nothing Unreal Tournament does that *TimeSplitters* doesn't do much, much better. Assault and Domination is a solid, entertaining and remarkably challenging game that's nothing like anything else you've ever played. It's a helluva fun game. If you're into defining the lines of the map, you'll pay the price. You can't see the other side. I only wish there were more of these. This is one of the most rampant areas of quality level building in the FPS world, and would have had a much more noticeable effect on the genre.

**Final Score** ●●●  
**Joe Rybicki**

**Players: 1-4**  
**Memory Card: 141 KB**



### Sky Odyssey

**Publisher** Activision  
**Developer** Activision  
**Web Site** [www.activision.com](http://www.activision.com)

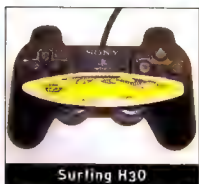
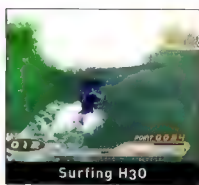
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**Final Score** ●●●●  
**Joe Rybicki**

**great deal of replay value** in the game. The level design is top-notch, and the graphics are excellent. The game is a helluva fun game. If you're into defining the lines of the map, you'll pay the price. You can't see the other side. I only wish there were more of these. This is one of the most rampant areas of quality level building in the FPS world, and would have had a much more noticeable effect on the genre.

**Final Score** ●●●●  
**Joe Rybicki**

**Players: 1**  
**Memory Card: 238 KB**



### Surfing H3O

**Publisher** Activision  
**Developer** Activision  
**Web Site** [www.activision.com](http://www.activision.com)

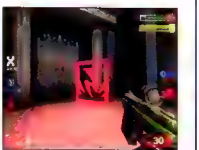
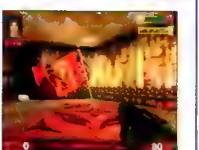
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**Final Score** ●●●●  
**Joe Rybicki**

**Players: 1-2**  
**Memory Card: 304 KB**

## The Benefits of Variety

The one feature that may keep players reasonably interested is the variety of gameplay modes: Capture the Flag (right), Domination (lower right) and Assault (below). These are in addition to standard group and one-on-one Deathmatches.



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Army Men



Army Men

### Army Men: Sarge's Heroes 2

**Publisher** 3DO

**Developer** 3DO

**Web Site** www.3do.com

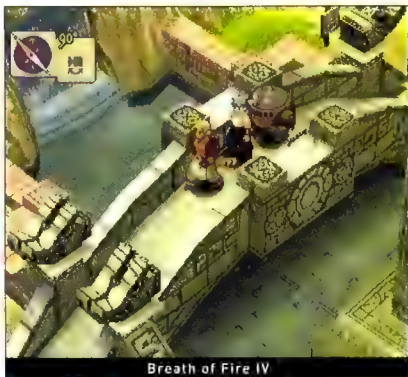
Another month, another Army Men game. But I have to admit that the justification for this onslaught of apparently similar games is finally becoming clear to me: Having played *Ar Attack*, *World War USA* and this game in short succession, I've come to realize that they really are very different games.

Spectacular *Sarge's Heroes 2* is a far more action-oriented game than the gritty combat sim that *Ar Attack*, *World War USA*, *White Collar War*, *Ar* had nothing but realistic WW2-era weapons, vehicles and enemies. *Ar* throws in power-ups, questlines, and complete with *Ar* it has a superlative magical rapid-fire machine gun. I makes for a much quicker fix than *USA*, and the lighthearted action feel makes it somehow easier to tolerate the inevitable host of bugs (and I'm not talking about the aforementioned graveyard's giant spiders here). Perhaps that's because you're not putting as much concentration and effort into the game, so when you suffer a cheap death due to graphical glitches, targeting problems, mysterious immobility or the absolutely awful controls, it's not that big of a deal—at least not as much as

As you might have gathered, I don't want to say that *Sarge's Heroes 2* is a particularly good game. It's just that it's easier to ignore its many flaws if it should prove a fair choice for rental.

**Final Score** ●●●

Joe Rybicki



Breath of Fire IV

### Breath of Fire IV

**Publisher** Capcom

**Developer** Capcom

**Web Site** www.capcom.com

Capcom's *Breath of Fire* series has never been a particularly popular series as the quests from such well-known RPG developers as Square and Enix. And rightly so: the *Breath of Fire* series widely reputation as the least enjoyable dev of innovat or *Breath of Fire* can change all that with its colorful, slick graphics, new combat mechanics, and a new, more involving story. The result is a new RPG, but still nothing near the brilliant efforts we've seen from other RPG makers in the past year.

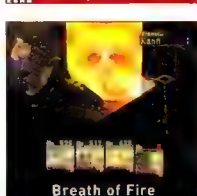
As in the previous PS one installments, *Breath of Fire IV* is a mixture of 2D and 3D graphics. The effect is a bit odd, but it's not as bad as the *Breath of Fire III* the better-looking RPGs for the platform. *Breath of Fire IV* is a more detailed than in part, and characters are a mix of better than in the past. Another neat visual addition is the ability to make a character's hair and skin color change. The trade-off is that the graphics don't quite live up to another *Breath of Fire* installment, but it's a nice touch. Every little thing fits nicely.

Where *BOFIV* really impresses is in its new combat additions. As in *Chrono Cross*, you're given the ability to choose the order in which your party members will attack. Ever better, the ability you have to swap party members during battle. You have party members in your front line, and you're performing the actual fighting, but you'll be able to swap in party members from your back rows when needed. What's especially cool about this is that party members in the back rows can rest and earn back status points, which adds a cool, e-

vent to the game. As is similar to *Chrono Cross*, you can only swap party members during battle. The entire game is a mix of 2D and 3D graphics, and the effect is a bit odd, but it's not as bad as the *Breath of Fire III* the better-looking RPGs for the platform. *Breath of Fire IV* is a more detailed than in part, and characters are a mix of better than in the past. Another neat visual addition is the ability to make a character's hair and skin color change. The trade-off is that the graphics don't quite live up to another *Breath of Fire* installment, but it's a nice touch. Every little thing fits nicely.

**Final Score** ●●●●

Sam Kennedy



Breath of Fire



Breath of Fire



# Driver 2

The wheelman has issues

**Publisher** infogrames

**Developer** Reflections

**Web Site** www.infogrames.com

*Driver 2* kills rally. It was a great, gripping, spectacular classic that changed the rules for driving games on the systems. It's since been ripped off and borrowed from, but it still remains a shining example of innovation. It's not as fast as the fairly major flaws that separate it, needing fixing if there's ever to be a sequel. Well, it's yours, manage to do it? Well, it's yours.

The new game isn't perfect by any stretch of the imagination, and while it's different from some problems, the underlying vibe of the whole experience is even better than in the original. The majority of this has been helped by the change in the situation of the game. Whereas the original relied on you steering from messages left on your answering machine, *Driver 2*'s much more near-alar. What it lacks in freedom, it certainly com-

pensates for in pace. The sense of progression is much stronger than in the original, and you can't get a chance to identify with the characters more readily.

As before, the missions vary in style from scene to scene. Some times you're racing around the streets chasing bad guys, sometimes you're working surveillance and have to tail someone, and then there are those times when you simply must get from A to B as the entire police force tries to ram you off the streets. The variety really helps set up the Starksy and Hutchiness of it all and I have to say that if I were rating this an atmosphere alone, it would get five discs, easy.

So what's wrong? Well, for a start it's probably a far too ambitious project to be implemented on PS one. There are times throughout all of the levels, where you can really tell that it's putting an enormous strain on the poor little gray box. Hopes of slowdown and pop-up being eradicated are immediately dashed the









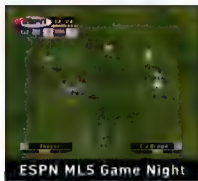
Emperor's New Groove



ESPN MLS Game Night



Emperor's New Groove



ESPN MLS Game Night

The Emperor's New Groove

Publisher SCEA
Developer Argonaut
Web Site www.playstation.com
Ah, yes, here's a video game based on a movie license that isn't half bad. It captures the spirit and flair of the movie, so it will definitely appeal to fans, but it also features so much enough gameplay to entice gamers who have no interest in the movie... was pleasantly surprised at how well Sony and developer Argonaut were able to deliver the same saccharine tone of the movie into the game. In fact, I was surprised at the extent they took it to—here's one game that totally doesn't take itself seriously. I'll admit to having chuckled at some of the gags that made fun of traditional video game elements and shortcomings. What's also really cool is that between stages you're treated to scenes from the movie. The digitization was really good, as the FMV looks really nice.

The game's graphics are good (it uses an enhanced version of the Croc engine), and the music is very upbeat and jazzy. Actually, the music and sounds were my favorite aspects of the game—they often perfectly augment the humorous on-screen action. Controls are spot-on as well.

Unfortunately, the gameplay is a mixed bag. While there is a good amount of diversity with its many stages, a lot of the platforming elements are rather elementary.

Overall, it's like Spyro, but not quite as fun. Still, fans of platformers and the movie alike should enjoy it.

Final Score ●●●●
Sam Kennedy



ESPN MLS Game Night

Publisher Konami
Developer KCEI
Web Site www.konami.com
It's such a shame when a big franchise that we've all come to know and love fails to meet expectations. It seems that since Konami hitched its' Pro with its ESPN license, things have been going downhill. This is the second game we've reviewed this year under that particular banner, and it doesn't particularly impress. That's not to say that it is a very bad game—it certainly isn't. It's just that while FIFA has romped ahead and broken new ground with simulating the sport, Konami seems content to provide us with a more arcadey and simple experience.

At first glance you'd be hard pressed to place MLS Game Night, it could be any Konami soccer game from the last three years. If it weren't for the licensed teams from the MLS league joining the 53 international teams you'd have a hard time finding much of a difference.

Control is perfectly adequate, but you don't get the feeling of being totally in command of the ball the way you do in FIFA 2001. The passing game is a little scratchy (you're better off passing into space than letting the pass system decide where the ball goes), and the CPU AI seems to be a bit suspect in places. If you've played plenty of soccer games you'd be able to run rings around the game in one-player mode and you'll soon crave the challenge of a human opponent. Not exactly spectacular.

Final Score ●●●●
John Davison



Truly, if there is a god of destiny, he is fond of plot twists. Aha, ha, ha, ha...and so am I.



Lunar 2: Eternal Blue Complete

Classic gaming never goes out of style

Publisher Working Designs
Developer TD
Web Site www.workingdesigns.com
Some RPGs simply blow you away right from the start. Many have just a few popping graphics and a few FMV sequences. Or maybe they offer something unique, innovative, never seen before... This is not the case here. In fact, not a lot of people will grab you by the shoulders and thank you in the quiet, arched-eyebrow-for-breath. Why? First, it is a remake of a title that is so don't expect the graphics to come close to what we've all grown accustomed to. And the gameplay, well, it's about what you expect from an RPG. Go here to read more.

explored in more after dungeon... through boss battles. Not exactly a... departure here. But, wait. Before you move on to... before I get... and lynched by a legion of rabid hardcore Lunar fans. Let me tell you that despite its limitations, Lunar 2 still stands far above many of today's "modern" RPGs, offering a delightfully refined gaming experience. And thanks to Working Designs' able efforts, the game has some of the best writing ever done in a console RPG.

Full of subtle adult humor... along with not so subtle innuendo, puns and pop-culture references. Working Designs' translation flows effortlessly. The story itself is a nice mix of picaresque adventure, budding romance and deepening friendships that never gets too heavy from the weight of all the underlying themes. The frequent anime cutscenes are charming enough to win over even a notorious anime hater like me. Also noteworthy is the likable (but B-movie quality) voice-acting.

And then there's the battle system. At first glance I looks simple enough, with an easily navigable

interface and limited commands. But that surface simplicity belies a deep system that requires strategic thinking and careful choices. You'll have to plan every hit, spell or defensive maneuver to take full advantage of your placement, movement and speed. Enemies also animate differently depending on what attack they're about to unleash, allowing you to better plan your moves. And best yet, absolutely no random battles!

It's too bad Lunar 2 suffers from a few problems, like frequent slow-down and long battle load times. I also wish Working Designs put as much care into Lunar 2 as they did with its predecessor. In the first PS one Lunar remake, for example almost every character had something different to say the second time you approached them, but in Lunar 2, a much greater number of the NPCs only parroted back what they had just said. Still, these are relatively minor gripes.

So it's not a revolution in gameplay. Fine. But Lunar 2 does plenty of things well enough to warrant a look even from gamers weaned on all those new school RPGs with their fancy-schmancy graphics. If you've played the first Lunar remake, then you already know what I'm talking about. If not, consider playing this one—not for a look at how games used to be, but for how games ought to be.

Final Score ●●●●●
Gary Steinman



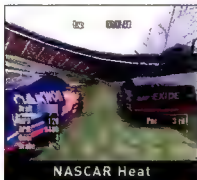
WILL PRESENT!
Sure, Lunar 2 is pricey (\$69.95) but you get a whole lot in the box. Along with a three disc game, there's a music disc and a Making of disc, a hardbound manual that's full of extras like artwork and developer interviews, character mini-standees, and a full-size Lucia's Pendant that no self-respecting person would be caught dead wearing. Basically, a fanboy's wet dream.







Moto Racer World Tour



NASCAR Heat



Moto Racer World Tour



NASCAR Heat

**Moto Racer World Tour**

**Publisher** Infogrames  
**Developer** De.p.h.n  
**Web Site** www.infogrames.com  
The Moto Racer series was the first real motorcycle racing game on the PlayStation and one of the first games to support analog control. And since the very first game, Delphine has implemented control that is as close to perfect for this kind of game as we're likely to see in our lifetimes.

I'm happy to report that this still the game—mostly. **There's no game around that can touch the ultra-tight control** found in the street-bike segments of Moto Racer World Tour. But unfortunately, it seems as though the moto-race half of the game has slipped a bit, your bike seems far more likely to slide around than than it does to actually turn. This leads to a powerless feeling—not to mention an intimate relationship with lots of guard rails.

Of course, this may have been intentional, it's clear **the difficulty level has been pumped up** through out the game. You will need to stay extremely sharp, braking carefully at the turns and accelerating smoothly so the back end doesn't go out from under you. Success in MRWT may require patience and dedication on, but the sense of accomplishment upon mastering a course makes it worth it, as do the new modes (like the ability to race in traffic—yikes!) which become available upon beating the champ onups. Highly recommended for any racing fan.

**Final Score** ●●●●  
**Joe Rybicki**



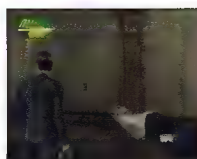
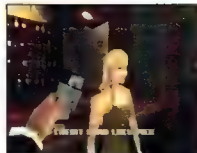
**NASCAR Heat**

**Publisher** Hasbro Interactive  
**Developer** DIC  
**Web Site** www.hasbrointeractive.com  
NASCAR Heat suffers a lot of the same problems NASCAR 2001 does, a limited amount of cars on the track not the greatest setup options in the world, and not really enough competition to make the season mode worth spending any time on. However, **Hasbro is to be commended for taking an entirely different angle with the NASCAR license**

NASCAR Heat offers a collection of different play modes that keep the game fresh. Beat the Heat consists of various challenges that face real drivers on any given Sunday. Sunday SUNDAY. Some of them have even been designed by NASCAR superstars. Hasbro took the celebrity involvement of Heat even further when they got drivers like Dale Earnhardt, Mark Martin and Bobby Labonte to record their best laps. Then, in the Race the Proportion players have the "challenge" beat their times. There's something really cool about being able to say you're better than Dale Earnhardt at a NASCAR game. Of course, on top of all this are the obligatory Single Race, Championship and Multiplayer modes.

NASCAR Heat even includes the tracks that EA Sports' latest game didn't. In fact, it's a better all-around product. If not for the downright ugly graphics, Heat would be a buyer instead, just rent it and save your pennies for the gorgeous PS2 version coming this spring.

**Final Score** ●●●●  
**Greg Stewart**



# The World Is Not Enough

And neither is this game

**Publisher** Electronic Arts  
**Developer** Bioware  
**Web Site** www.ea.com  
GoldenEye on the N64 has a lot to answer for when it comes to messing with the people's expectations of a James Bond game. It may be getting old now, but it still stands as the relative first-person shooter. What, far too long after Star Trek: Aery do all the Bond games on the PlayStation suck?

Oh, OK, maybe I'm being harsh. TWINE certainly doesn't suck; it's predecessor Tomorrow Never Dies did, but that's another matter. But if you're God's gift to action gamers. For a start, **where the hell are the multiplayer modes?** If there's one thing that GoldenEye could have done is enjoy interesting from their Bond experience, apart from



a taste for vodka martinis. It was fun, handsome, death machine. TWINE has nothing. Nada. Zo. Z. ch Null. You get the one-player experience and that's perfect. Sure, that experience does a more than adequate job of relieving the stress from the movie, but it's a little bit conning by the lack of extra modes. Especially when the N64 version of TWINE has multiplayer

modes dropping from every one of Bond's No. 1s.

As first-person shooters on PlayStation go, this certainly isn't a bad one. I would not place it as high on my list as either of the Medal of Honor games, but it still is pretty good. It does suffer from some pretty major problems though. First is that it comes from the same school of thought as Drem 2: Black Ops was obviously extremely ambitious about what it wanted to bring from the PS one and it places "think maybe it was pushing things a bit hard. Some of the more spectacular set pieces have a tendency to **chug along at an alarmingly slow rate** and really struggle as you play through. It really messes with the pace, and to be honest, in a game where precision is important, I think the framerate is more crucial than other considerations.

Second, there's the matter of bad guy spawn points. Walk down a corridor with nothing behind you except an elevator, set off an alarm, and suddenly there are three angry thugs behind you emptying their machine guns into your backside. Where did they come from? There are no doors back there, just the elevator, and the doors to that never opened. **Realism apparently leaps out of the window** at that point and as it continues to occur during the increasingly tough levels, you just end up getting more and more angry. A little. Thankfully, to compensate the game does offer plenty of variety. The levels provide you with a number of variations on the FPS theme, with some interesting con-



As you expect, Mr. Bond gets to carry a vast array of different goodies with him on each mission. He also enjoys healthy sponsorship deals with a variety of large corporations like Motorola, whose logo dominates the options screen when you pause the game. Does that make you want to buy gadgets?

control tweaks for when you're sking or whatever. There are also **plenty of cool Bondian gadgets** to wave in people's faces. My particular favorite is the pen that screws with metal detectors. The bad guys don't even bat an eyelid as you wander around like a bullfinch holding the thing in front of your face with its sticky cut prongs emitting beep, noises.

In all, I have to say I was disappointed. We have yet to enjoy something that even meets the standards of an early generation N64 game. What a crying shame.

**Final Score** ●●●●  
**John Davison**







But enough about us...

What do you think?

Do you think we should...

...add this to our list of...

...games to review this month? Do you...

...notice any elements of the...

game that we missed? We'll...

...have your chance to sound...

...off! Send us your own...

...reviews of any current game...

...at [opm14ziffdavis.com](http://opm14ziffdavis.com) with...

...the subject line: "Reader..."

...Review and your review...

...your own opinion on the...

...Remember, we're looking...

...for reviews at the quietest...

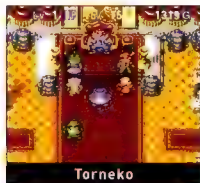
...critiques of our own review...

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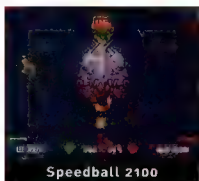
...sured for print. So there...



Speedball 2100



Torneko



Speedball 2100



Torneko

### Speedball 2100

**Publisher** Empire  
**Developer** Bitmap Brothers  
**Web Site** [www.empire.com](http://www.empire.com)  
 If you, permit me to show my agr for a moment, the original Speedball 2 is on the Amiga and Atari ST was one of my favor te games in the early '90s. Speedball 2, by the terribly hip at the time Bitmap Brothers, was arguably one of the finest games of its age, and later proved its popularity further when converted for the Genesis. Speedball 2100 is quite a nostalgic attempt by the Bitmaps to make a comeback. And I really wish they hadn't bothered, as the game does little but damage my fond memories of the old classic.

It's a 1v1e sport, it has lots of players that can be modded and traded, and the whole look is clearly inspired by Riddick. The game plays relatively fast, requires a modicum of skill, but unfortunately fails to really hard your attention on for very long. The biggest problem is that it looks terrible. If there was ever something that didn't need a polygonal update, this is it. The in-game stuff is pretty ugly, and the real-time action is a bit blurry. On top of that, the menu screens that guide you through the management of your team are spectacularly bad. Even when plugged into one of our nina TVs in the office you still couldn't read the text properly, so navigating the management system was painful.

Some things should just be left alone, and unfortunately, Speedball is one of them.

**Final Score** ●●●  
**John Davison**



### Torneko: The Last Hope

**Publisher** Enix  
**Developer** Chun Soft  
**Web Site** [www.enix.com](http://www.enix.com)  
 Take 8-bit role-playing, jazz it up with Metal Gear, throw in a portly shopkeep who prances around in a jaudy, unstrided gishtrick, remove any semblance of level design, and you've got the recipe for this old-school Dragon Warrior-based dungeon crawl.

If you've never played a dungeon crawl, here's how they work: In this way through randomly generated dungeons, fight enemies in pseudo real-time. I swig my sword, then you swing yours. I find search for all kinds of booty. Each time you enter a dungeon, you start off with no experience, meaning you have to level up a lot over again. These games usually feature a nice variety of enemies, and items land. Torneko is no exception, but the dungeons all look alike—may be basically a collection of rectangular rooms connected by corridors, with absolutely no puzzles and very few secrets to uncover.

While Torneko may seem like a teeny kid game, it quickly becomes far too challenging for younger players. What's more, it has a thoroughly unimproving save system that basically punishes you for saving your progress while in a dungeon.

Torneko does have its moments, partly due to the Dragon Warrior connection, partly due to its old-school appeal. But even the most nostalgic of gamers will be hard pressed to find much fun here.

**Final Score** ●●●  
**Gary Steinman**



# WWF SmackDown! 2: Know Your Role

## Forklifts, caskets and ladders, oh my

**Publisher** THQ  
**Developer** Yuke's Co.  
**Web Site** [www.thq.com](http://www.thq.com)  
 Shenanigans, tomfoolery, high jinks and ballyhoo are all words you might want to commit to memory if you're going to engage in the WWF's latest PS one masterpiece. After all, this is SmackDown! 2, where the number of false ass-kickings rivalled only by the amount of vocal ventilating.

Since the real WWF is founded on adversarial twists, uncertain layouts and preposterous storylines, the game reflects this same soap-opera style shifting with a sultry decadence. The television version proves that rules are made to be broken, and SmackDown 2 does its part to keep that ideology thriving.

Here are a couple of examples. Instead of unlocking characters in a traditional way (you know, beating a boss, winning a big match, lopping someone's head off with a flying elbow), our modern-day gladiators show up uninvited to battle and belittle. After losing the first pay-per-view of the season, Stone Cold Steve Austin retaliated by putting a wrecking ball through Triple H's

bus. Another instance of particular coolness was when I found myself backstage as Kurt Angle. I was, to say the least, surprised to find an archnemesis chasing me around with a forklift trying to put a premature end to my gold medalist's career. But who can blame him?

If the above isn't convincing, I'll put it simply: SmackDown! 2 is great and it should appeal to more than just WWF die-hards. There are enough different matches (ranging from Casket to Table to Ladder to Hell in a Cell) to keep a whole room of people entertained. And there are so many different WWF personalities, men and women alike, that the appeal is universal. (Did I just say that?). Of course, if you want to be your own man or woman you can make your own man or woman in the Create-A-Wrestler. It's here where you become capable of creating the sharp-witted, sharp-elbowed, sharp-dressed character of your choice. There are options aplenty.

A heftier Career Mode interface has been set up to keep you merry buried in the action. When Thursday night's SmackDown is on your Tube



You'll see a list of matches for the evening (always subject to change based on the whims of genius commissioner Vince McMahon), and you can watch a replay of the unlovable Mick Foley doesn't show up for a while. And you can never step too far away from a controller. You might get beat in a backstage, provoke some potential opponent, or be asked to participate in some hooiganism. If you're not involved with any sketchiness, you can watch abbreviated versions of matches featuring pictures of brawlers and enemy bars which decrease as a mud hole is stomped firmly into the tracks. It's a perfect way to have a touch with what varies and is developing and where the story, no (though this remains always unpredictable) might lie.

The text which was annoyingly terse in the first SmackDown! as for no good reason, there's very little voice from the wrestlers, so you're mostly going to see people say the same things over and over again. But there is more of it. For instance, you'll be asked to



interfere on occasion, which is a nice touch so you can call the shots of your career. And if you happen to be playing with a loved character, you can actually type in text to replace the empty ones and no answers that the marvelously verbal pros are given. One more cool thing: Backstage attacks may allow the playbill for the evening. If someone twists a knee or takes a table to the solar plexus, expect ramblings of

the person who's hurt. All of the wrestling is done after intercutting between backstage interviews, backstage action, and the ring action. And you can take the time to go to the WWE website to watch the highlights of the week. The WWE website has a lot of cool stuff, including a "Wrestling" section that you can stand there, like he announced.

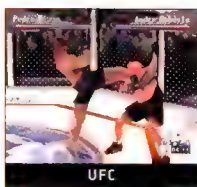
As for gameplay, it's lightning-fast, every wrestler has an array of moves that you've seen on television, unless you're Luke Platter. I don't watch this madness, I just bop. But I can't help but to keep trying. Building up to do a finishing move still holds all its considerable charm, and the coarseness of the game is

just what you need. The faces come through and the minor bums make you feel like you're watching the real thing.

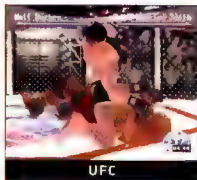
On occasions on the old times might wear you down, but they're gone to their glory. The game is a lot of fun, and it's a lot of fun. The faces come through and the minor bums make you feel like you're watching the real thing. On occasions on the old times might wear you down, but they're gone to their glory. The game is a lot of fun, and it's a lot of fun. The faces come through and the minor bums make you feel like you're watching the real thing. On occasions on the old times might wear you down, but they're gone to their glory. The game is a lot of fun, and it's a lot of fun. The faces come through and the minor bums make you feel like you're watching the real thing.

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**Final Score** ●●●●●  
**Todd Zuniga**



UFC



UFC

### Ultimate Fighting Championship

**Publisher** EA  
**Developer** EA  
**Web Site** www.ultimatefightingchampionship.com  
Without spinning around the Dragon of Doorn, my term would not last to second against any of the UFC pugilists. Unfortunately, in this one game, I can't even last that long. The average match length is just after throwing some brutal roundhouse kicks and an overhand backbuster or two—only about 15 seconds—and suffering quick cuts to the knees and ribs. The fights with the best graphics can't compare to the real thing, but to survive, but inevitably eventually, grabs hold and mopping up with my pride on a tight 1:15. Reveal

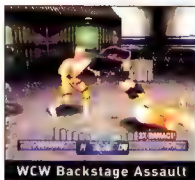
When this version is the case. This is not so easy to battle. It's **Fight Club** without Tyler Durden and the absurd activism. It's not soap-opera wrestling; it's not wussy boxing, which is not that good. This is a lot of fun, and it's a lot of fun. The faces come through and the minor bums make you feel like you're watching the real thing. On occasions on the old times might wear you down, but they're gone to their glory. The game is a lot of fun, and it's a lot of fun. The faces come through and the minor bums make you feel like you're watching the real thing.

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**Final Score** ●●●●●  
**Todd Zuniga**



WCW Backstage Assault



WCW Backstage Assault

### WCW Backstage Assault

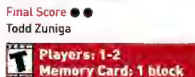
**Publisher** EA  
**Developer** EA  
**Web Site** www.wcw.com  
The WCW Backstage Assault is a pretty belly buster, and it's a lot of fun. The faces come through and the minor bums make you feel like you're watching the real thing. On occasions on the old times might wear you down, but they're gone to their glory. The game is a lot of fun, and it's a lot of fun. The faces come through and the minor bums make you feel like you're watching the real thing.

Whatever purity wrestling has, this one is, in my opinion, a vision of that request abandoned. I know it's trying to be over the top, but it's silly.

The series, though doesn't work as well as the first ten years. This game is the worst I've ever seen. It's not so easy to battle. It's **Fight Club** without Tyler Durden and the absurd activism. It's not soap-opera wrestling; it's not wussy boxing, which is not that good. This is a lot of fun, and it's a lot of fun. The faces come through and the minor bums make you feel like you're watching the real thing.

At the end of the top of that sort thing, it's not very long. Why? Because, even with all the unlockables, extra moves, and hidden credits, it's not so easy to battle. It's **Fight Club** without Tyler Durden and the absurd activism. It's not soap-opera wrestling; it's not wussy boxing, which is not that good. This is a lot of fun, and it's a lot of fun. The faces come through and the minor bums make you feel like you're watching the real thing.

**Final Score** ●●●●●  
**Todd Zuniga**



Woody Woodpecker Racing



Woody Woodpecker Racing

### Woody Woodpecker Racing

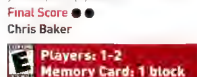
**Publisher** Konami  
**Developer** Konami  
**Web Site** www.konami.com  
The Woody Woodpecker Racing is a pretty belly buster, and it's a lot of fun. The faces come through and the minor bums make you feel like you're watching the real thing. On occasions on the old times might wear you down, but they're gone to their glory. The game is a lot of fun, and it's a lot of fun. The faces come through and the minor bums make you feel like you're watching the real thing.

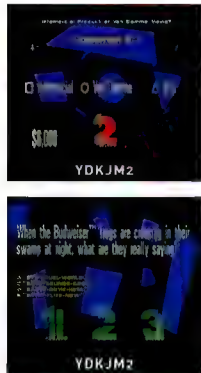
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**Final Score** ●●●●●  
**Chris Baker**





## You Don't Know Jack Mock 2

**Publisher** Sierra On-Line  
**Developer** Sierra-on-line interactive  
**Web Site** www.sierra-on-line.com  
 Don't ask me how, but I'm managed to procure this omitted question from You Don't Know Jack Mock 2. See if you can get a right!

If the You Don't Know Jack series is the Pac-Man power pellet of Play Station and PC game show franchises, what could the ghost of YDKJM2 be turned into a game, dot?

- a) Remove all enter-ning jingles that introduce each question replacing them with a computerized female voice saying simple things like "four e's in a category, instead mark me on each 15-question game (none of the seven- or 21-question on buses) an "episode" in which a **less-funny-than-ever** questions center around a single theme—loosely at that.

c) Downgrade the graphics engine so that the Jack attacks, for example, looks like something the Easter Bunny vomited.

e) Get that brilliantly sarcastic and equally hilarious host Rojo out of there. Meanwhile, the replacement's name should rhyme w/ the overall **unfunny performance** he delivers—something, like "Shm tly."

e) All of the above. In other words, r.p.d. of the personality out of the series, along with a) of the fun. Make gamers get the r's laughs from NFL GameDay 2001 on PS2 instead!

The answer, of course, is E. It's too bad we'll never really know why this question didn't make the final cut.

**Final Score** ●●●

**Chris Baker**

**Players: 1-3**

**Memory Card: 1 block**

## PS2 Review Archive

Game	Publisher	Score	Issue	Game	Publisher	Score	Issue	Game	Publisher	Score	Issue
Armored Core 2	AgeSic	●●●●	39	Broken Sword 1	Crave	●●●●	27	F1 Racing Championship	Ubisoft	●●●●	39
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Dynasty Warriors 2	Koei	●●●●	38	Brunswick Circus 1 Pro Bowling 2	IHO	●●●●	13	Family Game Pack	3DO	●●●●	33
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ESPN International Track & Field	Namco	●●●●	39	Butt Burns! Lock in Time	GI Interactive	●●●●	3	Fantastic Four	Accolade	●●●●	30
EverQuest	AgeSic	●●●●	39	Builder's Block	Infalco	●●●●	35	Fear Effect	Ubisoft	●●●●	31
FIFA 2001 Major League Soccer	EA Sports	●●●●	39	Bushido Blade 2	Square EA	●●●●	14	Felony 11-79	Asici	●●●●	1
Gradates III and IV	Konami	●●●●	39	Buri A Groove	989 Studios	●●●●	16	FIFA 98	EA Sports	●●●●	4
Gangfight Blast	Gangfight Blast	●●●●	39	Buri A Groove 99	Accum	●●●●	15	FIFA 99	EA Sports	●●●●	17
Kozan	EA Games	●●●●	39	Buri A Move 4	Namco	●●●●	17	FIFA 2000	EA Sports	●●●●	27
Madden NFL 2001	EA Sports	●●●●	38	Butz Lightyear of Star Command	Activision	●●●●	39	FIFA 2001 Major League Soccer	EA Sports	●●●●	39
Monolith Club	Rockstar	●●●●	39	C The Cents Adventure	Konam	●●●●	12	The Fifth Element	Accum	●●●●	6
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Silent Scope	Konam	●●●●	39	Chameleon X	Namco	●●●●	22	Final Fantasy VII	Sony CEA	●●●●	1
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				The Struggle Within	Electronic Arts	●●●●	30	Freestyle Boardz '99	Capcom	●●●●	18
				Colony Wars	Sony CEA	●●●●	30	Frogger 2: Swampy's Revenge	Namco Interactive	●●●●	4
				Colony Wars 2	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 3	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 4	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 5	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 6	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 7	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 8	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 9	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 10	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 11	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 12	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 13	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 14	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 15	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 16	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 17	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 18	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 19	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 20	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 21	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 22	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 23	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 24	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 25	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 26	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 27	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 28	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 29	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 30	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 31	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 32	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 33	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 34	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 35	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 36	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 37	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 38	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 39	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 40	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 41	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 42	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 43	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 44	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 45	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 46	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 47	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 48	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 49	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31
				Colony Wars 50	Playgnosis	●●●●	4	Front Mission 3	Square EA	●●●●	31

## PS one Review Archive

Game	Publisher	Score	Issue	Game	Publisher	Score	Issue	Game	Publisher	Score	Issue
3DZone	989 Studios	●●●●	21	GT Interactive	Sony CEA	●●●●	21	GT Interactive	Sony CEA	●●●●	21
40 Weeks	GT Interactive	●●●●	28	GT Interactive	Sony CEA	●●●●	21	GT Interactive	Sony CEA	●●●●	21
A Big Fat Life	Sony CEA	●●●●	15	GT Interactive	Sony CEA	●●●●	21	GT Interactive	Sony CEA	●●●●	21
Accel	Namco	●●●●	1	GT Interactive	Sony CEA	●●●●	21	GT Interactive	Sony CEA	●●●●	21
Accel 2	Namco	●●●●	1	GT Interactive	Sony CEA	●●●●	21	GT Interactive	Sony CEA	●●●●	21
Accel 3	Namco	●●●●	1	GT Interactive	Sony CEA	●●●●	21	GT Interactive	Sony CEA	●●●●	21
Accel 4	Namco	●●●●	1	GT Interactive	Sony CEA	●●●●	21	GT Interactive	Sony CEA	●●●●	21
Accel 5	Namco	●●●●	1	GT Interactive	Sony CEA	●●●●	21	GT Interactive	Sony CEA	●●●●	21
Accel 6	Namco	●●●●	1	GT Interactive	Sony CEA	●●●●	21	GT Interactive	Sony CEA	●●●●	21
Accel 7	Namco	●●●●	1	GT Interactive	Sony CEA	●●●●	21	GT Interactive	Sony CEA	●●●●	21
Accel 8	Namco	●●●●	1	GT Interactive	Sony CEA	●●●●	21	GT Interactive	Sony CEA	●●●●	21
Accel 9	Namco	●●●●	1	GT Interactive	Sony CEA	●●●●	21	GT Interactive	Sony CEA	●●●●	21
Accel 10	Namco	●●●●	1	GT Interactive	Sony CEA	●●●●	21	GT Interactive	Sony CEA	●●●●	21
Accel 11	Namco	●●●●	1	GT Interactive	Sony CEA	●●●●	21	GT Interactive	Sony CEA	●●●●	21
Accel 12	Namco	●●●●	1	GT Interactive	Sony CEA	●●●●	21	GT Interactive	Sony CEA	●●●●	21
Accel 13	Namco	●●●●	1	GT Interactive	Sony CEA	●●●●	21	GT Interactive	Sony CEA	●●●●	21
Accel 14	Namco	●●●●	1	GT Interactive	Sony CEA	●●●●	21	GT Interactive	Sony CEA	●●●●	21
Accel 15	Namco	●●●●	1	GT Interactive	Sony CEA	●●●●	21	GT Interactive	Sony CEA	●●●●	21
Accel 16	Namco	●●●●	1	GT Interactive	Sony CEA	●●●●	21	GT Interactive	Sony CEA	●●●●	21
Accel 17	Namco	●●●●	1	GT Interactive	Sony CEA	●●●●	21	GT Interactive	Sony CEA	●●●●	21
Accel 18	Namco	●●●●	1	GT Interactive	Sony CEA	●●●●	21	GT Interactive	Sony CEA	●●●●	21
Accel 19	Namco	●●●●	1	GT Interactive	Sony CEA	●●●●	21	GT Interactive	Sony CEA	●●●●	21
Accel 20	Namco	●●●●	1	GT Interactive	Sony CEA	●●●●	21	GT Interactive	Sony CEA	●●●●	21





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Tony Hawk's Pro Skater 2	.....154-155

**Top Secret Agents**

Kenneth "Slim" Miller, Henry LaPierre  
Terry Minnich, Dave Malec

OK, so not everyone has their PS2 yet. So, to ease the pain we injected a big chunk of PS one strategies for you this calendar month.

Want to slide through the first disc of Final

Fantasy IX without pulling your hair out?

We've got you covered. And, in THPS2, how

the hell are you supposed to get the Secret

Tap in Venice? We've taken care of that, too.

All you need to worry about is getting a PS2 on that lonely space next to the TV.

*Hey, before you start tearing into that X-mas gift you KNOW is a copy of SSX, send your coolest tricks to OPM@ziffdavis.com. Title the e-mail Tricks Forum.*

**READY 2 RUMBLE 2****JUST WHAT THE DOCTOR ORDERED**

There are a load of secret characters and a smatter of secret codes in R2R2. Here are some Secret Codes to get you through the holiday. You'll need to put these in at the Character Select screen. If you hear a bell, you know you're in business.

**Toothpick Mode**

Right, Right, Up, Down, Right, R1, R2

**Chubby Mode**

Right, Right, Up, Down, Right, R1, R1, R2

**Big Gloves Mode**

Left, Left, Up, Down, R1, R2

**Zombie Mode**

Left, Up, Right, Down, R1, R1, R2

**FINAL FANTASY IX****INTRODUCTION**

To Getting Started

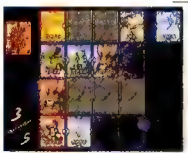
**The Field Icon**

Any time you are near something that can be examined, opened, taken or manipulated in any way, a field icon will appear above your head. This makes searching for hidden items easier than it's ever been before. There are 5 simple items scattered all over nearly every screen in the game, as well as special items hidden away in strange locations. We've indicated the locations of the most important items, but it's easy to find tons of useful items and equipment simply by searching every new area and watching for the Field icon.

**The Mighty Tent**

In FF9, the Tent item can actually be used in battle to restore your HP and MP, however, there is a risk in using it. If you use a Tent on yourself, there's a good chance that instead of being healed, you'll be bitten by a snake that causes Silence, Darkness and Poison status ailments, even if you have abilities equipped that defend against them. The snake makes the Tent a little too risky to rely on to heal your party, but the crazy thing is that you can use the Tent on the enemy—they have the same chance of getting bitten by the snake. It's a little expensive to do, but for an easy boss battle, start by using a Tent at the beginning of the battle (so it won't matter if you heal the boss) and keep using it until the snake bites. Then proceed to hack away at it while it can't cast any spells, can barely hit you, and is losing life to poison.

See? We swear we're not making this up.



Yeah, it looks like the FF8 card game but it's a lot weirder this time around.

**The Card Game**

The card game is pretty confusing, but we're here to clear it up. Each card has four digits on it that represent the card's attack power, attack type, physical, defense, and magical defense. The three numerical digits represent hexadecimal numbers. If the digit is 0 then the strength will be from 1 to 16. If it's a '1', the strength will be from 17-32 and so on. The attack type digit is a letter: P is physical, M is magical, and X will automatically pick the better of the two. To win the card game easily, make sure you have a weak card with all or nearly all of the sides containing arrows. Put the card in the middle of the board so that it's easy for the opponent to take. When it is surrounded by other cards, put one of your stronger cards down to win your weak card back and you'll combo all the cards around it. The card game serves very little purpose, but you might want to hone your skills for a special event later in the game.

**Army Men: Air Attack**

**Enable All Co-Pilots:** Press START on the title screen to go to the main menu. On the main menu, access the password screen. Now enter this code to get access to all the co-pilots: Jp, Down, Up, Down, Up, Down, Jp, Down. Press START to accept the code. Begin a new game and move down to the Co-Pilot option to access them.

**Colin McRae Rally**

**Open All Tracks:** From the main menu screen, choose Championship Mode, then choose 'Continue.' When asked to enter

your name, put in the following password: OPENROADS and then move to OK and press X. You will hear a voice say, "Track mode enabled." Once you hear this, go back to the main menu screen and choose "Rally." When you go to choose your track (country), you will see that you can now choose the Super-Special stage in Greece.

**Crash Team Racing**

On the main menu screen, hold L1+R1 and press the following button combinations to get the results as shown. You will hear a noise when entered correctly.

**Unlock Komodo Joe:** Press Down, Circle, Left, Left, Triangle, Right, Down. You can play as Komodo Joe in any mode except Adventure.

**Unlock Papu Papu:** Press Left, Triangle, Right, Down, Right, Circle, Left, Left, Down. You can play as Papu Papu in any mode except Adventure.

**Unlock Pinstripe:** Press Left, Right, Triangle, Down, Right, Down. You can play as Pinstripe in any mode except Adventure.

**More Tracks:** Right, Right, Left, Triangle, Right, Down, Down.

**Invisible Racer (only wheels):** Up, Up,

# The Complete DISCONE Walk-Through

## 01 Aboard the Prima Vista

● **Unlimited Masks:** Go to the top of the stairs and use the **Unlimited Mask** on the **Unlimited Mask** sign. This will allow you to use the **Unlimited Mask** on the **Unlimited Mask** sign.

## 02 Alexandria

● **Unlimited Bombs:** Go to the top of the stairs and use the **Unlimited Bomb** on the **Unlimited Bomb** sign. This will allow you to use the **Unlimited Bomb** on the **Unlimited Bomb** sign.

## THE AUTO-POTION+ AUTO-REGEN COMBO

Of course Auto-Potion and Auto-Regen are useful abilities by themselves, but when combined on each member of your party, they make you almost unkillable! Regen will continue to heal you even while you are attacking with a weapon, spell, summon or anything else. It even continues to heal you while the enemy is attacking. The activation of Auto-Potion takes several seconds to complete (during that time, the Regen is still taking effect). If every party member has these two abilities on, any attack will cause Auto-Potion and everyone will regain life from Regen while it is completing. Add Auto-Haste and Chemist for an even greater effect of the combo.

## TACTICS

...the stairs and use the Unlimited Mask on the Unlimited Mask sign. This will allow you to use the Unlimited Mask on the Unlimited Mask sign. ...the stairs and use the Unlimited Bomb on the Unlimited Bomb sign. This will allow you to use the Unlimited Bomb on the Unlimited Bomb sign.

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## 05 Aboard the Prima Vista (2)

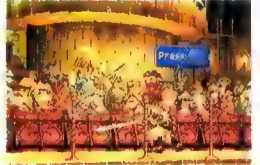
● **Unlimited Bombs:** Go to the top of the stairs and use the **Unlimited Bomb** on the **Unlimited Bomb** sign. This will allow you to use the **Unlimited Bomb** on the **Unlimited Bomb** sign.

## 03 I Want to Be Your Canary

● **Don't worry about the battle:** It's fake. ...the stairs and use the Unlimited Mask on the Unlimited Mask sign. This will allow you to use the Unlimited Mask on the Unlimited Mask sign.

## 04 Alexandria Castle

● **Unlimited Bombs:** Go to the top of the stairs and use the **Unlimited Bomb** on the **Unlimited Bomb** sign. This will allow you to use the **Unlimited Bomb** on the **Unlimited Bomb** sign.



Down, Right, Right, Up  
**Super Turbo Pads:** Triangle, Right, Right, Circle, Left  
**Scrapbook Option:** Up, Up, Down, Right, Right, Left, Right, Triangle, Right  
**"Unlimited" Tricks:** After entering one of these next tricks you will have to reset the game to get a 216000 unlimited object  
 Unlimited Wurmpa Fruit: Down, Right, Right, Down, Down  
 Unlimited Bombs: Triangle, Right, Down, Right, Up, Triangle, Left.

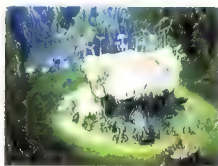
Unlimited Masks: ...the stairs and use the Unlimited Mask on the Unlimited Mask sign. This will allow you to use the Unlimited Mask on the Unlimited Mask sign.  
**Unlock a New Racer:** On the main menu screen, press the **Unlimited Bomb** simultaneously with the **Unlimited Bomb** Down, Right, Triangle, Down, Right, Triangle, Up. You will hear a sound effect. This will allow you to use the **Unlimited Bomb** on the **Unlimited Bomb** sign.

...the stairs and use the Unlimited Mask on the Unlimited Mask sign. This will allow you to use the Unlimited Mask on the Unlimited Mask sign.  
**Ripper Room:** ...the stairs and use the Unlimited Mask on the Unlimited Mask sign. This will allow you to use the Unlimited Mask on the Unlimited Mask sign.  
**N Trophy:** ...the stairs and use the Unlimited Mask on the Unlimited Mask sign. This will allow you to use the Unlimited Mask on the Unlimited Mask sign.  
**Croc 2 Max-Out Your Crystals:** On the main menu screen, press the **Unlimited Bomb** simultaneously with the **Unlimited Bomb** Down, Right, Triangle, Down, Right, Triangle, Up.

...the stairs and use the Unlimited Mask on the Unlimited Mask sign. This will allow you to use the Unlimited Mask on the Unlimited Mask sign.  
**Cyber Tiger:** ...the stairs and use the Unlimited Mask on the Unlimited Mask sign. This will allow you to use the Unlimited Mask on the Unlimited Mask sign.

**Cyber Badlands Course:** HARE'SO  
**Cyber Canyons Course:** NAMOP  
**Cyber Sawgrass Course:** SECARE  
**Cyber Summerlin Course:** PORASO  
 Now you have your choice of courses  
**Die Hard Trilogy 2: Viva Las Vegas**  
 From the makers of the original Mission: Impossible, Mission: Impossible - Arcade Mode, this new opening party in the movie's final chapter is a shooting game that's "DART" style. Now enter your name and go. For more info, visit [www.sony.com](http://www.sony.com)





## 11 Ice Cavern

• Avoid the traps that will kill you. You can't see them, but you can hear them. They're the sound of a trap being triggered.

• You can survive, try clearing the path. After you're in your own element, you can survive. Try clearing the path. After you're in your own element, you can survive. Try clearing the path. After you're in your own element, you can survive.

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## 12 Dali

• You can survive, try clearing the path. After you're in your own element, you can survive. Try clearing the path. After you're in your own element, you can survive. Try clearing the path. After you're in your own element, you can survive.

## International Track & Field 2000

Play as Konami Man. You can survive, try clearing the path. After you're in your own element, you can survive. Try clearing the path. After you're in your own element, you can survive. Try clearing the path. After you're in your own element, you can survive.

### SYNTHESIS SHOPS

Item to Create	Ingredient 1	Ingredient 2	Cost
Butterfly Sword	Dagger	Mage Masher	300
The Ogre	Mage Masher	Mage Masher	700
Exploda	Mage Masher	Mythril Dagger	1,000
Rune Tooth	Mythril Dagger	Mythril Dagger	2,000
Angel Bless	Mage Masher	Mage Masher	9,000
Sergatanas	Gladius	Zerlin Shape	12,000
Cotton Robe	Wrist	Steepled Hat	1,000
Silk Robe	Silk Shirt	Bandana	2,000
Magician Robe	Mage Staff	Magician Cloak	3,000
Glutton's Robe	Mythril Fork	Cotton Robe	4,000
White Robe	Gaia Gear	Jade Armlet	4,000
Black Robe	Gaia Gear	N-Kai Armlet	8,000
Desert Boots	Leather Hat	Leather Shirt	300
Yellow Scarf	Feather Hat	Steepled Hat	400
Glass Buckle	Glass Armlet	Leather Wrist	500
Germinas Boots	Desert Boots	Fork	900
Sachusha	Magus Hat	Rubber Helm	1,000
Coral Ring	Lightning Staff	Roar	1,200
Gold Choker	Linear Quirass	Soft	1,300
Magician Shoes	Germinas Boots	Bone Wrist	1,500
Barette	Needle Fork	Barbut	1,800
Power Belt	Glass Buckle	Chain Mail	2,000
Madain's Ring	Bone Wrist	Stardust Rod	2,000
Fairy Earrings	Magic Armlet	Soft	3,200
Extension	Lamia's Tiara	Multina Racket	3,500
Reflect Ring	Anklet	Madain's Ring	7,000
Anklet	Gold Choker	Peridot	4,000
Feather Boots	Magician Shoes	Phoenix Pinion	4,000
Black Belt	Twist Headband	Survival Vest	4,000
Pearl Rouge	Moonstone	Eljir	5,000
Promist Ring	Chimera Armlet	Ruby	6,000
Battle Boots	Feather Boots	Wing Edge	6,300
Helwirn Ring	Diamond	Anklet	7,800
Angel Earrings	Fairy Earrings	Barette	8,000
Garnet	Ore	Remedy	900
Amethyst	Ore	Annointment	900
Peridot	Ore	Soft	900
Sapphire	Ore	Antidote	900
Opal	Ore	Potion	900
Topaz	Ore	Eye Drops	900
Thief Gloves	Mythril Armlet	Sergatanas	50,000

## Kurt Warner's Arena Football Unleashed

• You can survive, try clearing the path. After you're in your own element, you can survive. Try clearing the path. After you're in your own element, you can survive. Try clearing the path. After you're in your own element, you can survive.

Show Field Goal %.  
Allow Stepping out of Bounds:

Power-Up Blockers  
Avengers Stadium  
No First Downs  
No Interceptions.  
Infinite Turbo.  
Super Blitzing.  
Power-Up Teammates.  
Power-Up Defenses.  
No Random Fumbles.  
Hide Receiver Name.

## STRATEGY GUIDES

Here's the system: If the strategy guide is useful, gives tricks and tips and helps you narrow your game time, it's going to score well. If it doesn't, unsurprisingly, it's not. Will the guide make you a better gamer? It'd better, or we'll tell you to spend your cake elsewhere.

### Ready 2 Rumble Boxing Round 2

There's quite a bit to know about Ready 2 Rumble: Round 2, and this guide is packed with all of it. It gives you a list of all the combos and special moves for each and every boxer and even tells about hidden characters Michael Jackson and Shaquille O'Neal. The only shortcoming of the guide is that it doesn't divulge who all of the secret characters are. Apparently, you'll have to go to the Prima Web site for that info. Otherwise, this will definitely improve your Rumble skills so you can do the glove dance on any of the opposition (even the ones they aren't ready to tell us about).  
Final Score ●●●●●  
[www.primagames.com](http://www.primagames.com)



### Tekken Tag Tournament

For the average fellow that just wants to let out some aggression via polygonal fighting, this guide is not for you. This thing is so hardcore it's intimidating. There are up to five pages on some combatants, and you'll

learn everything from juggle, to throws, to a complete moves list that is overwhelmingly excellent. If you're going to take the time to really learn a character, this is the best way to go about it. An excellent guide.  
Final Score ●●●●●  
[www.primagames.com](http://www.primagames.com)

### Wipe Racer V and MotoGP

How much can you really glean from a strategy guide about a racing game? If there aren't lots of shortcuts to figure out, then it's basically: Take a left at the place where you have to take a left. Duh. There aren't really any secrets to the game, either. The strongest part of the guide is actually for MotoGP, since it's partly useful, but otherwise this game doesn't need a guide in the least.  
Final Score ●  
[www.primagames.com](http://www.primagames.com)

### Medal of Honor Underground

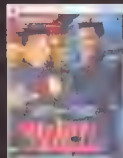
If you're having trouble getting through the game and ending the Nazi reign, this is a great guide to pull you through. There are maps of each level (which could have been a little cleaner and, in turn, a bit more useful). There are little tips throughout the levels and you'll have a list of secrets and unlockables at your fingertips. Besides the maps, another shortcoming is that the same four pieces of art don't show up time and time and time again. But, besides the artistic redundancy, this is a guide for any gamer struggling through MoHU.  
Final Score ●●●●●  
[www.primagames.com](http://www.primagames.com)



## DVD EASTER EGGS

### *Boogie Nights Double Platinum DVD*

On the latest version of P.T. Anderson's *Boogie Nights DVD* he says to check your color by using the color bars in the setup. You'll find some footage hidden there. But brace yourself for what you'll see.



### *Rush Hour DVD*

This one works best if you access the Heavy D video first, then input these title and chapter numbers: Title: 4, Chapter: 3. You'll be welcomed to an early attempt at film-

making by *Rush Hour* director Brett Ratner. It's a home video clip of a short film Ratner made called "Evil Luke Lee," which parodies old Kung Fu flicks.

### *Yellow Submarine DVD*

Try clicking all over the submarine itself. You'll find all sorts of goodies by clicking in different places.

### *Wizard of Oz DVD*

Here are two eggs from the same film classic. First, go to the east (the one in which you see the wicked witch and a tree beside her) and move the highlighting arrow to it. It will highlight an hourglass. Select it to read more info on those entertaining flying monkeys. Second, highlight the yellow orb on Glinda's info page. It contains more info on the munchkins.

### *The Mummy DVD*

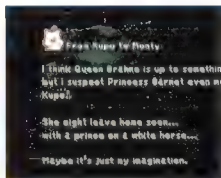
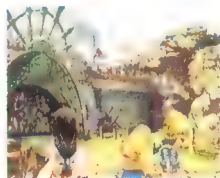
When entering the area for languages on this DVD music will start to play. No big deal, right? Well, usually this type of music is looped, but you'll be able to listen to Jerry Goldsmith's entire score for *The Mummy* on this one.

### *Men on the Moon DVD*

Go into the Bonus Materials after you start up the DVD then skip over to Andy's Biography. You'll see little pictures of Andy Kaufman's face near the bottom of the screen. Use your remote to highlight these pictures and while on them, hit Enter. You'll see a variety of clips of the real Andy. There are six clips in all.

### *The Fifth Element DVD*

On the main menu, move the cursor to highlight the subtitles icon. Then press up on the remote. You'll notice the cursor has disappeared. Hit Enter. A hidden picture will appear. Press these buttons in this order to view the four other pictures: Up, Down, Left, Right. Now hit the Enter button to launch the teaser trailer.



13

Mountain Observatory/  
Cargo Ship Landing Site

15

Lindblum

14

Cargo Ship

Big Football.

Big Head.

Huge Head.

No Head:

Headless Team

Team Tiny Players:

Team Big Players:

Team Big Heads.

Hyper Play (2P must agree):

Show More Field (2P must agree)

No CPU Assistance (2P must agree)

Power-Up Speed: (2P must agree).

Tournament Mode (2P game only)

Smart CPU Opponent (1P game only).

Power-Up Offense.

Fast Turbo Running.

Invisible

**Legacy of Kain:**

**Soul Reaver**

Refill Health

Next Level Health: Hold L1 and press R.

Maximum Health: Hold L1 and press R.

Refill Magic: Hold L1 and press R.

Maximum Magic: Hold L1 and press R.

Pass Through Barriers: Hold L1 and press R.

Wall Climbing: hold L1 and press R.

Hurt Razel: Hold L1 and press Left.

Force: Hold L1 and press Left, R and



### 17 Gizamaluke's Grotto

### 16 Qu's Marsh



### 19 Burmecia

### 18 South Gate

Left, Right, Left  
**Constrict**: Hold L1 and press down  
 Up, Right, Right, Circle, Up, up, Down  
**Force Glyph**: Hold L1 and press Down  
 Left, Triangle, Down, Up

**Stone Glyph**: Hold L1 and press Down  
**Sound Glyph**: Hold L1 and press Right  
 Right, Down, Circle, Up, Up, Down  
**Water Glyph**: Hold L1 and press Down,  
 Circle, Up, Down, R, Right  
**Fire Glyph**:  
 Right, Up, Triangle, L2, Right  
**Sunlight Glyph**: Hold L1 and press

Left, Circle, Left, Right, Right, Up, Up, Left  
**Shift at Any Time**: Hold L1 and press  
 Up, Up, Down, Right, Right, Left,  
 Circle, Right, Left, Down

#### MediEvil II

**Cheats Menu**: Press START to pause  
 the game, then press L1 and the L2  
 button. While the menu is pressed,  
 Triangle, Circle, Triangle, Circle, Circle

Circle, Left, Left, Triangle, Right,  
 Circle, Left, Left, Cheat, A will appear

at the bottom of the pause menu.  
 A letter, this new option to toggle  
 Complete Level, Impulnerability,  
 Darkland Ability, A, Love's Ocean and  
 Headline, you, all the options  
 that add to the money and weapons

#### NASCAR Rumble

**Tracks and Pro Drivers**: From  
 the main menu, press the  
 Triangle button, and press L1 and

Right, Right, Right, Circle,  
 Triangle, and the CIRCLE button. A pop-

up window will be open  
 and all the tracks will be available,  
 including the bonus.

#### NCAA GameBreaker 2001

On the main menu screen, choose the  
 "Customize" option. On the  
 "Customize" screen, choose the

enter the following password to  
 unlock the game's max stamina  
 enter the password, save the

smaller size letters.

**Player Attributes Are Now 99: B!**  
 DOWN

**Acquire All Blue Chips: MATHA**

**Make High Attribute Walk-On**

**Players: FRANKENSTEIN**

**Take You to Credits Screen: HOLLIVOOD**

#### NCAA Football 2001

A

press SET, ECT and enter



To Be Continued Next Month





# Chicks dig guys

with small cars.

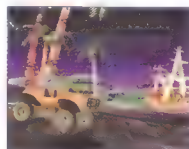


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PlayStation 2



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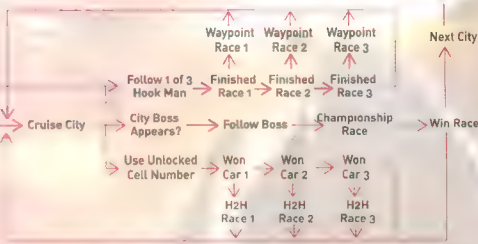
### In cruise mode look here for new cars:

- On top of building in battery park. Use the jump in the armory to get to it.
- Find the C-shaped ramp in the warehouse district and make the jump at about 60-65 mph. If your speed is right you will hit an elevated tunnel which has the other light.
- On top of building in Picadilly Circus (use the jump near the cruise mode starting point).

## NEW YORK

Enter Career Mode → Enter City → Garage-Change Car → Cruise City

Want to scoot around Midnight Club with a purpose? Check out this flow chart so you know exactly where you're going on the mean streets of New York and London. Below, check the charts for what you'll unlock. Keep on keepin' on.



## LONDON

### In cruise mode look here for new cars:

- On top of red building in the Southeast. You'll know what I mean when you see it.
- There is a building in Trafalgar Square with a glassed-off hallway. I know it's a famous building, but I'm stupid and don't know the name, simply drive up into this hallway.

Race Type	Opponent	Winning Unlocks Race	Winning Unlocks Vehicle
H2H0	Kareem	H2H1	PT Phoenix (Standard)
H2H1	Kareem	H2H2	PT Phoenix ODX
H2H2	Kareem	*	PT Phoenix ICX
H2H3	Lucas	H2H4	Allister Grunion
H2H4	Lucas	H2H5	Allister Grunion II
H2H5	Lucas	*	Allister Grunion III
H2H6	Emily	H2H7	Rauchen Blitz 300
H2H7	Emily	H2H8	Rauchen Blitz 300r
H2H8	Emily	H2H9	Rauchen Blitz 300xr
H2H9 Bonus	Cop	*	London Cop Car
WP0	Kareem	WP1, H2H0	
WP1	Kareem	WP2	
WP2	Kareem	NYC WP10 Bonus	
WP3	Lucas	WP4, H2H3	
WP4	Lucas	WP5	
WP5	Lucas	NYC WP11 Bonus	
WP6	Emily	WP7, H2H6	
WP7	Emily	WP8	
WP8	Emily	NYC WP12 Bonus	
WP9 City Champ	Darren	NYC WP13 Bonus	
WP10 Bonus	Emilio	*	Double Decker Bus
WP11 Bonus	Keiko	*	London Taxi
WP12 Bonus	Larry	*	London Mail Truck
WP13 Bonus	Darren	*	Amata Crescendo
WP14 Bonus	World Champ	NYC WP14 Bonus	Zender Beta

Race Type	Opponent	Winning Unlocks Race	Winning Unlocks Vehicle
H2H0	Emilio	H2H1	Crusero Bueno
H2H1	Emilio	*	Crusero Magnifico
H2H2	Emilio	*	Crusero Excelente
H2H3	Keiko	H2H4	Piranha PDG R
H2H4	Keiko	H2H5	Piranha PDG R
H2H5	Keiko	H2H6	Piranha PDG R
H2H6	Larry	H2H7	Jones J400
H2H7	Larry	H2H8	Jones J400
H2H8	Larry	H2H9	Jones J450
H2H9 Bonus	Emilio	*	WP1 Sup. Car
WP0	Emilio	WP1, H2H0, WP3, WP6	
WP1	Emilio	WP2	
WP2	Emilio	London WP10 Bonus	
WP3	Keiko	WP4, H2H3	
WP4	Keiko	WP5	
WP5	Keiko	London WP10 Bonus	
WP6	Larry	WP7, H2H6	
WP7	Larry	WP8	
WP8	Larry	London WP12 Bonus	
WP9 City Champ	Darren	London	
WP10 Bonus	Kareem	*	Bus
WP11 Bonus	Keiko	*	London Taxi
WP12 Bonus	Larry	*	London Mail Truck
WP13 Bonus	Emilio	*	Parking Cop
WP14 Bonus	World Champ	London WP14 Bonus	Zender Alpha

(cont. from page 150)

pause the game. Then hold L1+R2+Square+Circle and press SELECT. You will now be at the 'Cheats' screen with the option for invulnerability. On this screen, enter any of these codes to add new options to the menu.

**Unlimited Continues:** Press and hold L1+R1+R2 and then press SELECT.

**Kill Enemy:** Press and hold L1+L2+R1+Square and then press SELECT.

**Unlimited Power-Up:** Press and hold

L1+R1 and then press SELECT.

**Enemy Unlimited Life:** Press and hold Square+Circle and SELECT.

**Display Hero Life:** Press and hold L2+R2+Square and then press SELECT.

### Speed Bunk

**Boost Start:** This trick will give you a boost ahead of the other cars when you begin a race. At the start of a race, when the lights start to count down

about 1 and 4, hold L1+R1 and Instant Turbo Blast the middle of the game, press

### Spider-Man

the main menu screen and the Special menu. Next and enter the 'Cheats' menu. You can put in any of the codes shown below as shown below.

**Level Select:** XCLSIOR

**Invulnerable:** RUSTICRST

**Webbing:** STRD.L

**Game Comic Covers:** ACSXCC

**Movie Viewer:** WATCH-EM

**Character Viewer:** CVIEW-EM

**Storyboard Viewer:** CGOSSETT

**What If Contest:** GBHSRSPM

**Ben Reilly Costume:** BNREILLY

**Symbiote Spidey Costume:** BLKSPIDR

**Spidey 2099 Costume:** TWNTYNDN

**Captain Universe Costume:** SCOSMIC

**Spider Unlimited Costume:** PARALLEL

**Scarlet Spider Costume:** LETTER S

**Amazing Bagman Costume:** AMZBGMAN

(cont. on page 154)





# Love Park

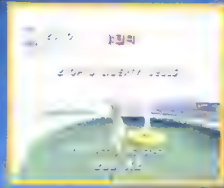
If you don't love Philly, well, you're wrong. And if you don't love the chance to empty the fountain and skate on phone lines, you're a plainly an Imbecile.



Once you've managed to reach the balcony, you're in for a headache. Try and try to Boneless, then Wall Ride, then Wallie until you get to the top of the building. Then hop off and grind the wire.



Grabbing the Secret Tape takes rail balance and the usual THPS patience. Get good speed near where the T is floating, cut right and go onto the high wire. Stay on long enough to get both the Tape and the



Alright, this is freakin' cool. Get up speed by riding this spine. Try tricking onto it with a No Comply or a Boneless.



Now that your speed is up, go off this ramp and bust out some Kickflips. Now grind that rail to straighten up, then Boneless off that little lip.



Voila! You're soaring. Hold down Triangle just in case you barely make it so you can grind that ledge. Sick move!



OK, this is a pain in the bottom. You'll have to land on the ledge in a grind, then transition to the Bluntside (Down, Down, Triangle).



Want to reach the secret area? Stupid direction. Ride the wire attached to the handicap incline—R'll break off if you get all the way to the cash.

Left, Up, Square, Left  
**Skip To Restart Option:** Hold Lt and press Square, Circle, X, Up, Down  
**Blowout Trick:** This trick will blow open the game and give you a new character. From the menu, access Career Mode. Begin a new game and press START to pause. Press and hold the Lt button and enter Circle, Right, Jp, Down, Circle, Right, Up, Square, Triangle. The screen shakes if entered correctly. Go to the main menu screen. Choose to continue the Career

Mode and Officer Dick, all tapes, events, medals, slats and FMV moves will become available.

### WCW Mayhem

**All Wrestlers:** PLYHDNGYS  
**Play as Same Wrestlers:** DPLNGNRS  
 [Play as the same wrestler as your opponent in versus mode.]  
**Classic TNT Nitro:** PLYNTRCLSC [On the ring selection screen, choose the Nitro ring to wrestle at the TNT Nitro stadium.

**Enable Quest Cheat:** CHT4DBST. In Quest for The Best Mode, press Right to move up in the rankings. This will allow you the ability to unlock more hidden characters as you move up the ranks.

### Who Wants to Be a Millionaire: 2nd Ed.

**Replacement Names:** Go to the "Enter Your Name" screen. Type in REGIS.PH.L.B.N.A.S.S.I.C.H.M.A. Reg will say something and Johnny

you use of that name. Now when replace it with another name such as DREAMER, FIBBER, or SMARTY PANTS. If you do not enter a name, you will be given a name like EINSTEIN, KATHIE LEE, GELMAN, or GDDY. Enter in the name DAN BUNSONK. One of the millionare winners will be your replacement name, PHONY.

**Replacement Name:** Go to the "Enter Your Name" screen. Enter the name MULLONEY. RE will get you a

replacement name, such as PHONY.

### X-Men: Mutant Academy

**Unlock Everything:** On the main menu screen, press SELECT, Up, Lt, Rt, Lt, Rt. You will hear a voice if the code was entered correctly. Next, go to the Arcade Survival or Academy modes and you will be able to play as Todd, Mystique, Sabretooth and Magneto. In Career mode, you will have access to all the cinematics and behind-the-scenes footage.



# TALES FROM THE BACK OF THE LINE

**So...trying to get hold of a PS2 was pretty fun huh? Just over 500,000 of you managed to get your hands on one during the first weekend, and with any luck those of you who weren't so fortunate have managed to get one of the 100,000 that have been arriving in stores each week since. We've spent the last month collecting stories from those of you who have a new best friend sitting under the TV...and those who don't.**

## The Case of the No-Shows

One interesting turn of events (if by "interesting" one means "frustrating enough to induce a homicidal rage") took place at the local Sears. The setup calls proved promising, if perplexing: The store would not have systems when they opened in the morning, but were expecting a shipment "around three o'clock." At 3:05 we arrived to find angry yellow signs posted on the doors: "There are no PlayStation II [sic] available in this store today." A suit in Home Appliances revealed that he, personally, had answered "about a thousand" calls about the PS2 that day. But the systems had never shown up. The dejected faces of the hangers-on in Electronics confirmed the sad tale.

Apparently a Sony shipment had arrived around three as expected, but the boxes were packed with controllers, a few PS ones, and...nothing more. Store management made no claims about the impending arrival, but still the hopeful set up camp outside, hoping, hoping.

**Joe Rybicki**  
Reviews Editor

## The Pain of a Near Miss

I missed a PS2 by eight people. Eight! Are you listening!? I got up early (about 9 a.m.) and drove a long and torturous distance (almost four miles) to the nearest Best Buy. All these people were lined up ahead of me, and I was, admittedly, a bit surprised when I wasn't escorted to the front of the line. And why wasn't there a sweet old lady bringing everyone orange juice!? I stood for what seemed an eternity (an hour and a half), in a seeming arctic freeze (about 65 degrees), only to leave empty-handed. It's a cruel world when you so narrowly miss a PS2. I sympathize with you all!

**Todd Zuniga**  
Associate Editor

## Crime & Punishment

I've been a long-time gamer. I've seen many system launches but never anything like the PS2 launch. I woke up early on the 26th, my alarm set at 4 a.m. and began the day of horror. I got in line at my local game store with about 70 other people. A man came out of the store telling us that in an hour the store would open, telling us to keep an orderly fashion and we'd all get a PS2. The doors

swung open and 70 people shoved their way into the small door. People began to take PS2s from other customers' hands claiming they saw it first. People even fell while I slipped by and put one under my arm.

At the checkout a young boy was the first to get a PS2. He was so happy to get it. I saw him leave, very excited. Next thing I saw is something I'll never forget: Two men, one with a baseball bat, began grabbing the boy demanding his PS2. When the boy refused, the bat-wielding man swung it at the boy's arm. The boy dropped the PS2, falling to the ground. Outside other people saw what I saw and called the police. The police chased the men down and got the PS2. The store was so upset they gave the boy a new PS2 and two games. I ask myself why do people care enough about some box to actually hurt a child?  
[digdowndirtydavg@aol.com](mailto:digdowndirtydavg@aol.com)

## The Deep Freeze

The next time Sony decides to release a new console, it better be during the hottest summer ever, 'cause freezing my butt off in the dark for nine hours just to earn the right to spend 400-some-odd dollars at Best Buy is not my idea of fun. At least I made a bunch of new friends when I handed out free copies of *EGM* and *OPM* to the people lined up behind me (screw the ones in front of me)! It was cats and dogs and I wasn't getting wet for people ahead of me!

The next morning I woke up cold and alone (nothing new there) and stood in line for another few hours while the BB managers went on power trips. Soon, though, we applauded the first to exit the store with a new PS2, which he raised in triumph before promptly dropping it to the pavement below. But, of all that, seeing Zungus miss out on a system by about eight people made it all worthwhile.

Now stop reading this and go play XSS.

**Greg Sewart**  
EGM Previews Editor

## The Backfiring of Plan B

I preordered a PS2 at [ebworld.com](http://ebworld.com) on June 17. When Sony announced the shortage in October, I got an e-mail from EB that said I wasn't getting a PS2 on launch day, it would come before Christmas. I was upset and set up plan B: the local K-mart. It was a school day so I asked my stepdad to wait about an hour before the store opened. When I came back from school I was upset to find K-Mart had sold out three hours before he got there. And I live in a really small town! I was so disappointed. Since I was waiting for a PS2 game I ordered, and it wasn't at the front door, I checked my back door and found a big package in the hallway. Could it be? Is it a PS2? Yes it was. I got my PS2 from [ebworld.com](http://ebworld.com) two months ahead of schedule! I just want to thank anyone who cancelled their order at [ebworld.com](http://ebworld.com), and gave me my PS2. I'm real sorry for the people who waited hours or days in line to get a PS2. I feel fortunate that I was not one of them.

[MANZOV@aol.com](mailto:MANZOV@aol.com)

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Tony Hawk's Pro Skater

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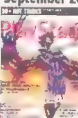
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Who Wants to Be A Millionaire

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Soul Reaver 2

**Demo Disc playables:** Grind Session, Rayman 2, The Great Escape, Ms. Pac-Man Maze Madness, Dave Mirra Freestyle BMX, Tyco R/C Racing

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Everything you wanted to know about PS2

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\*Editorial content subject to change

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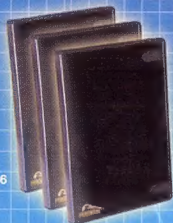
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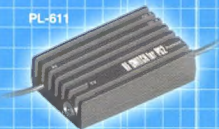
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